

COMPUTER + VIDEO GAMES



**EXCLUSIVE PREVIEW
THE MAX GAME**



FREE BOOK OF GAMES

LISTINGS FOR SPECTRUM, C64, BBC, ATARI, AMSTRAD, QL

WIN OUR BACK TO THE FUTURE VIDEO CAMERA

**WIN: BLADE RUNNER'S COLOUR TV/WIN: AMERICAN FOOTBALL KIT
ROBOT MESSIAH MAPPED/BECOME A FLEET STREET EDITOR/WIN: KORONIS RIFT**

COMMAND

Spectrum-£7.95
Commodore 64/128-
£9.95 (cass) £14.95 (disc)
Amstrad-£9.95 (cass)
£14.95 (disc)
BBC-£9.95 (cass)
£14.95 (disc)



The 'Official' home version of the smash-hit No. 1 arcade game.
Armed with a sub-machine gun and a pocketful of grenades, you face
overwhelming odds in this desperate death-or-glory bid to destroy the
enemy fortress.
Superb graphics, quality animation and some of the fastest action yet on
any home micro.
No wonder it went straight to No. 1 in the 'Gallup' sales chart.
"If you want a game, then look no further than this, it's.....amazing!"
- Crash, Jan '88.

Kick-Off the New Year with two

Roller Coaster



Spectrum-£6.95
Commodore 64/128-
£7.95 (cass) £12.95 (disc)
Amstrad-£8.95 (cass)
£13.95 (disc)

A
CRASH
Smash

Fast action, theme park excitement comes home. Experience the thrill of the stomach-churning 'Big Dipper' and the neck-wrenching, motion of the mind-spinning waltzers. Hold onto your hat on the log flume and join the fearless band who dare to ride the terror of the 'Ghost Train'. Another 'Smash' from Elite. "This is everything a game should be, totally unpretentious and tremendous fun to play".

-Crash, Jan '86

All-Action titles from

elite

THIS ISSUE

● This month's C+VG has MAX-imum impact. Not only has it got a totally FREE 32 page book of games but it also features a preview of Quicksilver's new game based on the exploits of that TV hero Mox Headroom. There's also a chance to win some Mox goodies.

We've also got some great prizes up for grabs in competitions based on **Gyroscope**, **Koronis Rift**, **Bladerunner**, **Super Bowl** and **Back to the Future**.

Do you produce a computer-related magazine at your school or club? If so, don't miss out on the competition based on **Mirrorsoft's Fleet Street Editor**. It could be your chance to hit the headlines.

There's also a spot of magic among the regular features. We meet the world's one and only Micro Magician.

And just for good measure we've got a map of **Robot Messiah** if you're in need of salvation from Alphabattim's new game.



THE
BUGHUNTERS/62



EDITOR
Tim Motcalfe
DEPUTY EDITOR
Paul Boughton
EDITORIAL ASSISTANT
Lesly Walker
SUB-EDITOR
Susanne El John
DESIGN

Craig Kennedy
ADVENTURE WRITERS
Kaifu Campbell
Paul Copeline
Steve Donoghue
Jim Bouglie

AMERICAN CORRESPONDENT
Marshall M. Rosenzweig
ARCADES

Clare Edgley
SOFTWARE CONSULTANT
Tony Robinson
PUBLICITY

Marcus Rich
ADVERTISEMENT MANAGER
Louise Matthews

ADVERTISEMENT EXECUTIVE
Mike Carr
PRODUCTION ASSISTANT

Helaine Peale
PUBLISHER
Mike Lewis
COVER
John Higgins

... and the Bog Hunters
© Jerry Perls

EDITORIAL AND ADVERTISEMENT
OFFICES

Priony Court
30-32 Farringdon Lane
London EC2R 3AU
Tel: 01-251 6222



MAX HEADROOM/P42



GYROSCOPE/P37

COMPUTER + VIDEO GAME PORTAL

SUBSCRIPTION SERVICE

By using the special Portal Subscription Service copies of COMPUTER + VIDEO GAMES can be mailed direct from our office each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER + VIDEO GAMES (Subscription Department), Compuserve House, Farnham Road, Merton, Herts, SG1 1AA. Annual subscription costs £12.00 (UK) and £15.00 (overseas). Additional service information, including individual overseas rates, available upon request. Circulation Department, EMAP National Publications, Publisher and Subscribed by EMAP National Publications Ltd. Printed by Seven Miles Press, Tipton, West Midlands.



EVENTS

FEATURES

- 37 KORONIS RIFT/GYROSCOPE COMPETITIONS
- 40 FLEET STREET EDITOR COMPETITION
- 42 MAX HEADROOM/PREVIEW AND COMPETITION
- 45 IDEAS CENTRAL
- 48 PSI WARRIOR
- 53 BLADERUNNER — WITH A MONITOR
- 54 WIZARD OF THE MICRO
- 58 ROBOT MESSIAH MAP
- 62 DEAR BUGHUNTERS
- 64 TOP 3D SOFTWARE CHARTS
- 67 SUPER BOWL COMPETITION
- 69 ADVENTURE NEWS
- 70 ADVENTURE HELPLINE
- 73 ADVENTURE REVIEWS
- 77 ADVENTURE CREATORS
- 83 BACK TO THE FUTURE COMPETITION
- 87 FOOTBALL QUICK QUIZ COMPETITION
- 88 HALL OF FAME/HOT SHOTS
- 94 CHIMERA DIARY PART TWO
- 96 MAILBAG
- 98 NEXT MONTH

NEWS + REVIEWS

8 NEWS

- Demented demons hit the headlines with System 3's new game, Twister. Tony Tokoushi lifts the lid on a new game for the Atari — Party Quiz. A Trivial Pursuit game with over 2,000 questions.

14 REVIEWS

- Sweeny's World, the cartoon-style caper from Gorgoyle. Is C+VG's Game of the Month. The C+VG review team have gone Wild West crazy this month with a round-up the best shoot-out games for your micro.

50 ARCADE ACTION



FEBRUARY REVIEWS/14

SABOTEUR!

DURELL

software getting harder



**SPECTRUM
&
AMSTRAD**

R.R.P. £8.95

DURELL sales dept.,
Castle Lodge, Castle Green, Taunton TA1 4AB

[illegible]

JOURNAL OF POST KEYNESIAN ECONOMICS 511

Armed only with the magical sword, the last son of Noah must overcome the barriers of the world in his quest for truth and unity in the heart of the three brave warriors stolen from the battlefield by Kephra the evil warlord.



| | |
|-------------------|----|
| KING OF THE WORLD | 67 |
|-------------------|----|

Before passing over to the
new chapter the film of which
has yet to be seen on the
screen, it is



JEYARAJ

Didn't your heart fit a missing piece?
 With your airplane the world is
 taking over. You've got to be fast
 on the move, and to be the
 bottom to design the world you off
 and giant must be like believe they
 eventually overtake you
 What have I said?



9305 97 744 0.000

But merely a debate starts. I recognize examples of action to take your man to the very top - world citizenship. Give your flagmen from French (and other) through his programme of training and flight preparation for every subject. But that also in fact with between several movements. He has more to carefully consider his own position - that's your man carefully. Finally the big chance - the world citizenship.



KARLSON'S REVENUE 67

defeated and broken the warriors of Kargun have regrouped and reformed. Intelligence has shown signs of your heroic plan for the total annihilation and now strengthened by the knowledge and experience of terrifying defeat they lie in wait to take their revenge on your fleeing soldiers.

C16/ Plus 4
£6.95

Grenlin Graphics Software Limited Alpha House, 10 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423





NEW

Watch out for **Uristium** the latest stylish shoot out from **Paradehold** author **Andrew Braybrook**. Hewson Consultants promise super-fast scrolling and authentically additive action packed with Andrews' great graphics and super sound. Here's just a glimpse of the game. More next issue



Softset and Infocom have come together to produce a special Christmas promotion announcing tremendous reductions on some of the most popular games.

The promotion of the 'Infocom Classics' is scheduled to begin mid November and will run through the duration of the Christmas period. Games to be featured are *Deadline*, *Nick Hix*, *A Guide to the Galaxy*, *Planetfall*, *Seastalker* and *Zork I* — all of which run on the most popular machines.

The reductions on the adventure games are substantial. *The Hitch Hiker's Guide to the Galaxy*, which has been totally repackaged, will drop to a recommended retail price of £24.95. *Deadline*, *Planetfall*, *Seastalker* and *Zork I* are all coming down by between £14.00 and £22.00 to £19.95 each.

The machines covered for in the promotion are the new Amstrad CP/M, Apple II, Apricot, Atari 800 and 520 ST, Commodore 64 (128), Macintosh and IBM.

Eight's Day Software's **Garcas Without Frontiers** range of adventures are now available for the following machines priced £2.50 each

On the Spectrum there's *Four Minutes to Midnight*, *Cuddles Quann Tulla*, *Ice Station Zero*, *In Search of Angels* and *Faerie Quann Tulla*. *Ice Station Zero* and *Faerie* are available for the Commodore 64 and Amstrad

There must be thousands of you games addicts out there who've become caught up in some marathon playing sessions. But have you beaten 24 hours non-stop?

Well, that was that 14-year-old Bristol schoolboy Alan Tuckett and two friends achieved recently — and in the process relied around £80 for famine relief in Ethiopia

Joining Andrew for the games playing were Stephen Davies, 14, and Paul Gamlin

The games the boys played included *Castle Quest*, *Alien 8* and *Revs* on the BBC. The computer stood up well to the continual use but said Andrew "it did get a bit hot."

The *Way of the Tiger* is the first in a series of text and graphic adventures from Greenlin Graphics this year based on the fighting fantasy novels of the same name.

The story begins at the magical world of Orb where there lies the mystical land of Tranquil Dreams

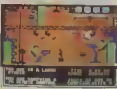
Many years have passed since the time when, as an infant, you first saw its golden shores and emerald rice fields. A servant brought you, braving the distant leagues of the ocean from lands to which you have never returned. Your loyal servant laid you at the steps of the Temple of the Rock, praying that the monks would care for you, for she was frail and dying of a hideous curse

Monks have lived on the Island for centuries, dedicated to the worship of their God, Kwan, He who speaks the Holy

Word of Power Supreme Master of Unarmed Combat

They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte of the Temple of the Rock. Nothing was made of the strange birthmark shapely like a crown which you carry on your thigh.

Take a sneak peek at Probe's new *Badlion Band* game starring a computerised version of zany comedy star Russ Abbot. As you can see, the game is set in a TV studio and features other Abbot characters — like Casperman and Blunderwoman. Watch for C+VG for more details.



NOT GOSSIP

BY TONY TAKOUSHI

My hand began to shake as I mopped my brow clean of salty sweat

The room slowly started to spin around me and I felt the walls start to close in. I craved a joystick and video screen. I HAD TO HAVE THEM!

I had begun. I knew there would be no sleep for me that night unless I gave in to my craving.

So I fired up the *Tempest* and I *Robot* machines and settled down to a mega-zapping session. I had barely started to play when the front door bell rang.

"Na," I moaned as my

superzapper recharged on level 42.

I gave in and answered the door. It was my American cousin, came to show me his latest game.

"Howdy TT, I just came on over with my two sons to show you my new game, *Party Quiz*"

Party Quiz?

Twenty minutes later I had got into the swing of *Party Quiz* and was loving every minute of it. Maybe TT, I will sleep tonight.

I am always on the look out for new and exciting games for all you Hal Gossip fans and this month I've got what is probably the ultimate Trivia micro game

Party Quiz is for Commodore



Demons are a girl's best friend — at least for Twister the wildest of System 3 Software's new game. And she'll haunt your dreams unless you manage to destroy her

Twister has already got quite a reputation based on the fuss of the PCW when in September when System 3 boss Mark Cole hired three scantily-clad dancers to publicise the game by prancing around his stand several times a day. The end result was they were banned

After the never-ending delays in the launching of System 3's International Karate, many thought that Twister was just a figment of Cole's imagination.

But not so. The game actually exists and remarkably good. It is with excellent graphics and good game play

The game was originally called *Twister: Mother of Harlots*. But, after accusations of 'bad taste' it's now just *Twister*

Set inside the nightmare world of a twisted brain,

64 and Atari micros. Suncom, an American company is better known for its joysticks than its games. Do not be misled, Suncom has incorporated the best of both worlds and produced a game that features novel, exciting game elements.

Party Quiz is for one to four players and closely follows the *Trivial Pursuit* derivative special?

It is played with joysticks. The game pack comes with four joysticks (Quick Response Controllers), which are plugged into an interface box which in turn is plugged into two joystick ports via an interface cable.

There are also two floppy discs and an instruction manual included. One disc is the program disc, the other is a question disc.

You start the game with an options screen. Here you can choose the number of players (1-4), the response time to answer the question (3, 4, 5 or 10 seconds) and the number of question rounds to be attempted for the game (5, 8, 12, 16 or 20).

You can also determine the type of game to be played, either Competitive or Social. Competitive is exactly that, each player competes to answer a question before another does. I preferred Social, hence all players can answer

and score if they get a question right.

For all you brain boxes there is also a handicap feature. If this is used a player only gets half the normal response time to answer a question.

Once the options have been set you go to the play screen. This is divided into four sections, at the bottom of the screen a time bar counts down the answer time and decreasing score. Phew!

Each round has ten questions and when a question appears a choice of either four (multiple choice) or two answers is given to choose from. The first player to press the right button on their

joystick gets the points. The quicker you press the more points you get!

Because of the two answer formats, Multiple choice and True/False two scores are given 1000 for Multiple Choice and 500 for True/False (well, you do have a 50/50 chance).

If the player gets the question right, a little tune is played. If wrong, a naughty blasp is heard. If any of you sneaks off the chair then you will suffer if a button is pressed before the question appears on the screen, your score is replaced with the word "CHEAT" (Ho, ho, — that will teach you). For those precious little moments like answering the front door or popping off to the loo, there is a pause mode, activated by the space bar.

To keep you on your toes there is a real nerve jangler called the Lightning Round. These happen on rounds 4, 7, 11, 15 and 19 (if you play all twenty rounds). Here each player has to answer ten questions in twenty seconds this is real pressure cooker stuff believe me. My friends have nicknamed me Jacques Cousteau because I am so cool under pressure but this section ruffled even me.

To keep everyone in the picture a report card is shown every two rounds with each player's score and various funny comments. What does TRY CHEATING mean?

The package has 2,500 questions covering History, Arts, Science, Geography, Sports and Entertainment. It must be said that it is an American package and many questions reflect this — just what are the ZIP codes for Utah? — but it really is fun because everyone stands the same chance of getting the answer wrong!

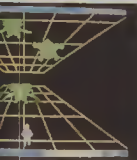
A special editor disk is available for the Atari version that allows the question disk to be edited for British questions and answers.

Party Quiz is not cheap at £40, but it is probably the most luxurious and comprehensive version on disk. So all you Commodore and Atari owners looking for a fun family game that does not tie everyone to the keyboard go for this package.

Party Quiz is available from **Software Express** in Birmingham or most software retailers.

Hold on to your hats! That all time classic, *Star Raiders*, is set to make a come back! *Star Raiders II* should be with us quite soon. A special version was on show to a select few at the Comdex show in Las Vegas in December.

It looks HOT! It will be initially released for the Commodore 64 and Atari ST micros.



the idea behind the game is to destroy the evil at its centre. You do this by zapping your way through live screens full of demons, ghoules, devils, monsters.

Everything about *Twister* is impressive — from the strategy behind the game, animation and graphics.

Although there were minor changes to be made to the Copy sent to C+VG, *Twister* is shaping up to be the best System 3 game yet.



Twister will cost you £7.50 in the shops — but if you want to save some cash, read on. There are two ways you can do this. If you send the token on this page, together with a cheque or postal order for £6.

But if you want to wait until you get your hands on the March issue of C+VG you could save another £1 by cutting out the second token. Just send the two tokens with a cheque or postal order for £5 to Computer and Video Games. **Twister** Offer Priority

Court, 30-32 Farringlane Lane, London EC1R 3AU. *Twister* will be available on cassette for the Spectrum Amstrad, C64/128, Atari and BBC.



SOME MISTAKE SUBELY?

So, did you spot last issue's deliberate mistakes? You must have spotted that the Bug Hunters strip had two pages transposed. Look, I know it was a weird story — but it was supposed to make sense. Despite all precautions — like actually writing the page numbers on the artwork **SOMEONE** — who'll be getting a visit from Big Red — managed to get them around the wrong. So if you'd all like to turn to page 120 of January's issue it should really be page 121 — so you'll have to read it backwards. Night! You just can't get the staff these days...

Edge No. 2: On the contents page three was an enormous white space above the Combat Zone heading. Now our spies tell us it was a Green Team member who swiped the missing item. But if you can tell us just what should've been in that gap you could win yourself a t-shirt. The best suggestion will get a visit from Big Red.

C+VG/SYSTEM 3

TWISTER OFFER

Name

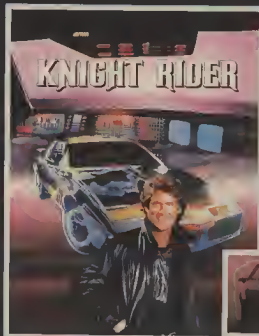
Address

I enclose a cheque/PO for

I enclose tokens

Machine owned,

This NEW All the *RC*




Your driving skills will be driven to the limit in this simulation of the hit T.V. series. Just you and a car named "KITT" – the ultimate driving team!



Warrior robots in disguise. Earth has been invaded by powerful robots from the planet Cybertron. Transform into the role of the heroic autobots (Jazz, Hound, Mirage and Optimus Prime) in their deadly battle with the evil Decepticons. **TRANSFORMERS** – More than meets the eye!



SPECT
£7
COMMON
AMST
£8

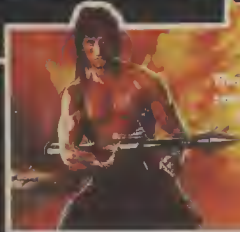
Ocean Software is available from selected branches of:  WHSMITH,  M&S,  WOOLWORTH.

NEW YEAR
from

ean

RAMBO™

FIRST BLOOD™ PART II



Rambo can
 the role of
 Sylvester Stallone in the
 explosive all-action
 battle

Became the hunter and
 the hunted in this
 breathtaking simulation
 of the famous film and
 TV series with
 Hyperthrust feature,
 helicopter attacks and
 daring rescue attempts
 that only the man and
 machine combination of
 Street Hawk can survive.

Don't miss it –
 burn tread on
 the streets!



SPECTRUM

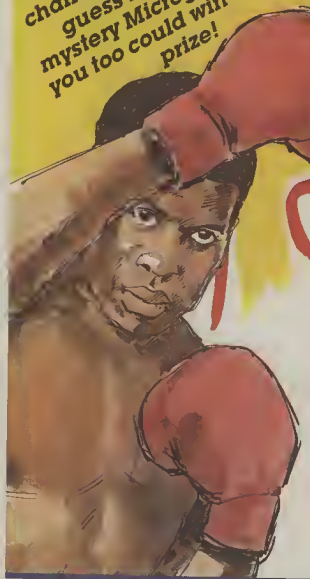
7.95

**MODORE 64
 MSTRAD**

8.95

M2 SNS · Telephone 061-832 6633 · Telex 669977

TH MASKYS, Rumbelows, Greens, Spectrum Shops and all good software dealers. Trade enquiries welcome.



Seconds out for the
challenge of the season,
guess this month's
mystery Microgamer and
you too could win a super
prize!



**'Knock
every**

"My two top contenders"

1. Scooby Doo

by Elite

*In the red corner we have
Scooby Doo - a real
heavyweight when it comes
to catching criminals,
ghosts and other things that
go bump in the night.*

2. Super Sleuth

by Gremlin Graphics

*And in the blue corner
another Super Sleuth. Which
one will come out tops?
Hard to say, Harry, but both
are champs in my book.*

THORN EMI Computer Software

International Micro Software Division

"Take a ringside seat and sample the excitement"

CLIFF HANGER

by New Generation

This fighter doesn't use his fists, man, — but everything else in sight! Cannons, boulders, boomerangs and bombs all come in handy for Cliff who has to do something to stop the bandit shooting up the canyon.

Spectrum 48K

£4.95

GRUMPY GUMPHREY SUPERSLEUTH

by Gremlin Graphics

Keep your eye on the clock and look sharp! All your best moves have to be executed on time or you're in big trouble. Catch the shop thieves and above all keep the Manager happy — my motto exactly!

Spectrum 48K

£7.95

MINI OFFICE

by Database

Comprising word processor — for writing letters and reports, a database — for storing addresses, and a spreadsheet — for storing complicated numbers. Pretty high-powered stuff, don't you think?

BBC

£5.95

MAD DOCTOR

by Creative Sparks

As Mad Doctor in this blood-curdling evil game, the player must create new life out of freshly killed body parts. It awakes the villagers' suspicions, they'll kill him. A light touch on the scalpel is required.

Commodore 64

£8.95

Checkout games for fans anywhere'

MARSPORT

by Gargoyle Games

Box your way out of this one! The World needs a Champion (what about me)? Yes, but you can be the champ here. That is if you sneak the defence plans from the doomed city and reinforce the force sphere. Not easy, with aliens attacking your every move.

Spectrum 48K and Amstrad

£9.95

DYNAMITE DAN

by Mirrorsoft

Count to ten and concentrate. You think you can win on points? Well I tell you this game will have you reeling! He may not be a Jumbo or a Bonecrusher but one thing is certain, Dynamite Dan is hard to beat.

Spectrum 48K

£6.95

Amstrad and Commodore 64

£8.95

"Games to keep you on your toes".

RED ARROWS

by Database

These guys can sure move. But their game is a non-contact sport, if you get my drift. You can try your hand at formation flying, looping the loop and all the other tricks. Duck, dive, dodge, swerve and break — only don't hit anyone here.

Versions for most machines

Cassette

£8.95

Disk

£11.95 & £12.95

SPOT THE BALL

by Creative Sparks

Two sports classics in one pack, but you only play one at a time. OK? There's soccer and snooker. Both need skill and timing as well as a joystick and 32K ram. Co to it!

Atan 32K

£8.95

SCOOBY DOO

by Elite

Slippery customers throw in the towel when this ace detective is around. With your help he can track down and solve the mystery that haunts his friends. Join the elite band and put your wits against the spooks.

Spectrum 48K

£6.95

Commodore 64

£7.95

Amstrad

£8.95

SPARKLERS SPECIAL

by Sparklers

A fist full of games at a fantastic price. And nobody is pulling punches here. These games really are the greatest — anyone who disagrees will have me to reckon with! Not to mention Slurpy, Orc Attack, River Rescue and Black Hawk.

Spectrum 48K and Commodore 64

4 games for £7.50

"Non-stop thrills from start to finish"

TWO DARES WINS II

by Alligata

Only the brave survive (and the lucky). Upper cuts and left hooks are no good to you here. You need to find the ammunition dumps to knock the stuffing out of the enemy and free your friends.

Commodore 64

£7.95

Amstrad, Spectrum and Commodore 128

versions available soon.

Win ———— ✂



Spot this month's mystery microgame and win a fantastic prize. Ten 2-pack program prizes must be won plus single game prizes for the first 100 runners up.

If you think you now the answer send this coupon to us, no later than 14 December 1985. The first ten correct entries will each receive SCOOBY DOO and SUPER SLEUTH 100 runners up will each receive a super game for their machine type.

I say the Mystery Microgame is:

Send me your latest full list of software programs.

Name

Machine

Address

Postcode

CVD 4

Send to: THORN EMI Computer Software Mystery Microgame Competition, Thomson House, 296 Farnborough Road, Farnborough, Hants GU14 7NU

Last month's
Mystery
Microgame
was
Ian McCaskill
Prizes are
on their way

Prize winners
Andrew James
Swarzea
Bobby Earl
Schofield
Mark Johnson
Knottley
Stephen Hirst
Castelford
Barry Chessman
Swinton
Graham Langlands
Dundee
Tim Walter
Bristol
Paul Cooke
Blackpool
Robert Wooley
Peterborough
John Baxter
Coventry



All games featured above are available from Laskys, WH Smith and other good software stores

KEY

G = Great
Are they really as good as the 3D technicolour version like he advertises tell you or look like someone has simply waterballed on the screen a magic marker?

S = Sound
Does the game sound like a Duran Duran LP played at speed? Or does the noise fill your mind knock you half way across the room? The C+VG review team don't play games with their ears blown up you know!

V = Value
Is the game really worth all those pennies? Will the novelty last? Is it worth going without C+VG for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY

Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

BLITZ GAME

C+VG's way of telling you that the game must not be missed!

- Machine: Spectrum/Amstrad
- Supplier: Garroyle Games
- Price: £7.95

Could this be the world's first sleepstick computer game? Well, maybe. But one thing is for sure. Sweevo is a character who will bring a smile to the face of even the most jaded games player.

Sweevo, an extremely emotional Ogre-like character, has been given the job of clearing up a polluted planet called Knutz-Folly. It's an old planet (created by Baron Knutz and his evil henchmen).

Baron Knutz is the villain of the piece. He has polluted the planet with the help of his dirty little minions. Now it's your job to clean up the planet. Sweevo's job is simply to tidy up the planet.

He has to discover just how to use the objects he discovers on the planet - and what effect they have on the creatures. Each of the deadly guardians of Knutz-Folly have a special weakness which you have to discover and make use of to get rid of them?

Sweevo looks most unlike a robot or android. He looks a bit like William Wobbler - with a long neck and a winning grin.

The rooms he has to explore are full of deadly fruit. Yes, fruit. Don't walk into them or you'll figure poor old Sweevo. He's allowed three falls before he loses a life. You begin the game with five.

The rooms are drawn in Ultimate 3D style. Each contains objects which may or may not be useful. Some can be

collected and used. You'll come across the Word "BOO!" in various locations. Collect this and you can say BOO to the Goose which lays the Golden Egg and gives you more energy!

Your current energy rating is indicated by a "face" at the top of the screen which begins with a big grin which gradually turns to a grimace as you lose energy by bumping into things. One bump to many and it turns into a skull.

Watch out for the air vents which blast you back to another level. But some times they can come in useful if you've done what you come to do.

You can begin the game at any one of four starting points. Simply select which one you want at the start of each game. Sweevo sits and waits until you've made your choice and then heads for a hole and parachutes through using his trusty umbrella.

At the end of each game you get a percentage rating - plus a list of the things you have or haven't collected and a comment about the level of your performance.

Sweevo's World is a truly different and atmospheric game. And it has built in humour. Lots of nice touches that will keep you and Sweevo on your toes for hours.

Lots of baffling puzzles and amusing jokes.

Could we be witnessing the birth of a cult character here? Only time will tell. But in the meantime do yourself a favour by grabbing a copy of Sweevo's World as soon as you see one. You won't regret it. We guarantee it.

| | |
|---------------|---|
| ● Graphics | 9 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 9 |

"...THE FUNNIEST CARTOON ADVENTURE YOU'LL EVER TAKE PART IN..."



INTERNATIONAL KARATE

- Machine: Spectrum
- Supplier: System 2
- Price: £8.50

Well, it's finally here, after much singing and dancing IPCW Show! Will it supply Exploding Fist's karate champ or not? Let's compare the two. Exploding Fist characters are nicely drawn and excellently animated. However, although not bad, the animation and graphics are not quite up to that standard.

The backgrounds on Fist were colourful and ornamental, but in International Karate they are colourful, recognizable and superb.

The gameplay on Fist was good with only one life,

whereas in International Karate it is the best of three: fights on each round and after each round a bonus screen can be attempted which consists of, on the first bonus screen, a wood block smashing attempt with bonus points for each block smashed and, on the second bonus screen, smashing or avoiding flying objects.

Sound on the Fist was limited to spot effects which were good but sparse. International Karate boasts great spot effects music and excellent dialog which announces the start, the score and the results of the contest (not like Jimmy Hill).

All together the package is a winner with its international

backgrounds and terrific speed. If you already have The Fist this may not be on your list. However, I've got both and play them equally.

| | |
|---------------|----|
| ● Graphics | 9 |
| ● Sound | 8 |
| ● Value | 10 |
| ● Playability | 9 |



● STARTS HERE ►

TRANSFORMERS

- Machine: CBM 64/Spectrum
- Supplier: Ocean
- Price: £1.95 (Spectrum)
- £8.95 (CBM 64)

This is robots in disguise, finally made it to the home computer. That's all right, you have to help it to win. It's a battle the cy. On the other hand, it's a battle of the mind. The Autobots are the good guys, the Decepticons are the bad guys. The Autobots are the good guys, the Decepticons are the bad guys. The Autobots are the good guys, the Decepticons are the bad guys.

The Decepticon is well, it's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it.

It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it.

It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it.

It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it. It's a robot, and we're going to see it.

- Graphics
- Sound
- Value
- Playability

COMMANDO v RAMBO

- Machine: CBM 64
- Supplier: Elite and Ocean
- Price: £7.95

Tugged, athletic, mean, but handsome. That's Rambo. He's a muscular little sprite in a big buck. The idea is for Rambo to go to his buddies somewhere in a screen jungle littered with enemy soldiers. His first mission is to photograph the main camp where Vietnam. We are being held. Rambo is the hero he is, just seems to get the urge to rescue all and sundry.

Rambo is armed at first with only a bow and arrow (also the most exploding war head around) and a knife. To make sure he's not noticed by the opposition, he must try not to use any noisy weapons. Along the way he can find machine guns and rocket launchers lying around in the jungle which he can use to good effect. He then has to find a helicopter and rescue his buddies. All pretty straight forward, huh? Not really. There are a lot of elements of Commando in the arcade adventure, but not enough real gameplay to be addictive enough.

However, Commando by Elite is a different kettle of fish altogether. This sticks closely to the arcade game and has great music by that Commodore maestro Rob Hubbard (Monty in the Rur music) your little El Joe is beautifully animated and looks really rough and tough. This doesn't mean that

you are invincible. Unlike Rambo with his depleting energy you have only to be shot once and your next life takes over.

There are five stages to complete, getting increasingly difficult as you go. You can only shoot as fast as your finger can hit the fire button so prepare for aches and pains.

Although you don't have as large an arsenal as Rambo, you do have one little trick up your sleeve - grenades.

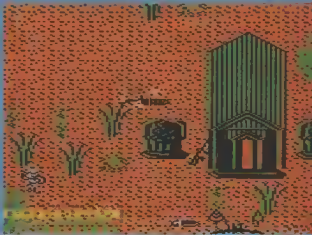
However, these can run out. Fear not, supplies can be found all along the way. These are fired in the direction you are

facing by letting the space bar. Torries, trucks, mortars, motorbikes and a lot more bar your way but still you soldier on.

Altogether a maddeningly totally addictive arcade copy which definitely makes Rambo look like Mr Punyverse. No doubt about it.

Rambo Commando

| | | |
|-------------|---|----|
| Graphics | 8 | 9 |
| Sound | 8 | 9 |
| Value | 9 | 9 |
| Playability | 8 | 10 |



TOMAHAWK

- Machine: Spectrum
- Supplier: Digital Integration
- Price: £9.95

What's the toughest helicopter around? Blue Thunder? Arma? No. The Apache Advanced Attack Helicopter is the king of the skies. It can climb 1400 feet in just a minute. It carries enough weapons to sink at least a couple of battleships. And it's REAL.

You may never get a chance to fly the real thing, but Digital Integration can put you in the hot seat - if you own a simple Spectrum.

The long awaited follow up to their Flight Prior flight simulation is a complex and highly detailed representation of what it's like to fly one of these tri-ech fighting machines.

The screen display shows a heads-up view of the terrain you fly over, plus an impressive range of instrumentation. Fortunately you don't really need to keep an eye on these all the time. There are audio alert signals which call your attention to the gauges when they need it.

Graphics for the landscape are drawn vector graphic style and despite that limitation are very accurate. You can fly over mountain ranges, trees, buildings, military installations - and the ever present enemy.

Controls are extremely responsive. You can mix keyboard and joystick and there's a two joystick option for the really experienced flyer.

It's difficult to do justice to the amount of detail and

accurate background work that has obviously gone into this excellent program.

Tomahawk is an extremely well put together piece of software. Impressively presented and documented. And, on top of all that it's got real atmosphere - something that's hard to put into a game. That's if you should really describe it as a game. Somehow it seems all too inadequate.

Tomahawk is destined to become a classic.

- Graphics
- Sound
- Value
- Playability



BLITZ GAME

BLITZ GAME

MASTER OF THE ART.



AT LAST A SPECTRUM GRAPHICS PACKAGE THAT IS FUN AND EASY TO USE. THE OCP ART STUDIO CONTAINS EVERY FEATURE YOU WILL NEED TO CREATE BEAUTIFUL ILLUSTRATIONS. IT WORKS WITH THE AMX MOUSE FOR EVEN GREATER EASE AND OUR HARD COPY OFFER MEANS YOU CAN HANG YOUR MASTERPIECE ON THE WALL.

DO IT ALL - CREATE AN IMAGE, SHRINK IT, EXPAND IT, MOVE IT, ROTATE, COPY IT, COLOUR IT, SPRAY OR A PATTERN OR SHADE, MAKE ELASTIC LINES, TRIANGLES, RECTANGLES, CIRCLES - STRETCH AND MANIPULATE. ADD TEXT OR CHARACTERS, UP, DOWN, SIDEWAYS - ANY SIZE OR PROPORTION. ZOOM IN TO DRAW IN FINE DETAIL. SHRINK THE WHOLE PICTURE TO ADD BACKGROUND.

- Put down menus.
- Keyboard, joystick, mouse control.
- Dot matrix printer dumps, 5 sizes and grey scale - up to 80 columns.
- Supports 17 printer interfaces.
- 16 pens, 8 sprays and 18 brushes.
- 32 user-redefinable texture fills.
- Wash texture.
- Snap facility.
- Cut, paste, turn, enlarge, reduce.
- Magnify (3 levels) pan and zooms.
- Text: 9 sizes, 2 directions, bold.
- Font editor with invert, rotate flip, clear, capture from window.
- Elastic line, triangle, rectangle.
- Low cost full colour prints offer.
- Upgrade offer.
- Icon driven.
- Undo facility.
- Pixel edit.

ENCLOSURE CLASSIC

"An extremely powerful utility which should be of use to professional artists and designers as well as the home user"

OR

For use with disc or microdrive only, and compatible with K DCS and SP DCS disc interfaces (supplied on cassette). Includes disc and microdrive operating systems, screen compression programme, four extra fonts and Kempston mouse compatibility (in addition to AMX). (Available Mail Order Only)



FOR 48K ZX SPECTRUM

THE OCP™ ART STUDIO

MAKE CHEQUES OR P.O. PAYABLE TO RAINBIRD SOFTWARE
BARCLAYCARD AND ACCESS ORDERS TEL: 01-240-8637 (24 HOURS)

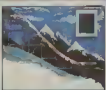


RAINBIRD is a division of British Telecommunications plc.

Available on cassette, 48K and 128K
WELLINGTON HOUSE, UPPER ST MARTIN'S LANE
LONDON WC2H 9DL
TEL: 01-240-8638

**There's never been a better reason
for looking forward to Winter!**

WINTER GAMES



Scorpenes from Communities 8-9 varied as follows:

COMMODORE 64/128
CASSETTE £9.95
DISK £14.95
Available Soon for
Spectrum 48K
& Amstrad



Time Available NOW!

| | 486 | 386 | 286 | 16-bit | 8-bit |
|------------------|-----|-----|-----|--------|-------|
| Summer Games! | ★ | ★ | ★ | ★ | ★ |
| Imperial Mission | ★ | ★ | ★ | ★ | ★ |
| World Breaker | ★ | ★ | ★ | ★ | ★ |

Spectrum version £795

Now you've captured the gold in Summer Games™ and Summer Games II™... now it's on to the **Winter Games!** And what an incredible setting — a completely realistic winter wonderland featuring six action-packed events. You can compete against your friends or the computer.

First choose the country you want to represent. Then it's practice, training and learning a winning strategy for each event! Now the Opening Ceremony and the competition begins. Will you be the one who takes the gold at the Awards Ceremony?

The quest for the gold continues. And it's all here — the strategy, the challenge, the competition, the art and pageantry of Winter Games!

- ▶ Six Winter Events: Bobssled, Ski Jump, Figure Skating, Free-Style Skating, Hot Dog Aerials and the Bobsalon
- ▶ Opening, Closing and Awards Ceremonies complete with National Anthems
- ▶ Complete Against the Computer or Your Friends and Family
- ▶ Unique Joystick Control - Requires Timing and Skill
- ▶ One to Eight Players



EPYX
COMPUTER SOFTWARE

THUNDERBIRDS

- **Machine:** Spectrum C64
- **Supplier:** Firebird
- **Price:** £19.95

Thunderbirds are Go! This maze puzzle game, one of the first in Firebird's new Super 5400 range, manages to capture the spirit of Gerry Anderson's classic TV puppet series.

You have to help the pilots of Thunderbirds One and Two rescue a couple of archaeologists trapped inside an ancient Egyptian tomb. Being a typical tomb this one is packed with traps, secret doors and deadly nasties.

You have to solve the puzzles, beat the traps and save the

missing archaeologists before their oxygen runs out.

Each screen is a puzzle. You have to move colored blocks around, using both Thunderbirds to create a pathway to the doomed men as quickly as possible. No mean feat — and you have to look out for fuel along the way.

Thunderbird One can move blue blocks, Thunderbird Two moves green blocks. Both craft can move red blocks. You often need to use both craft to solve the puzzles and move on to the next screen.

Before take-off you can equip Thunderbird Two with various bits of machinery and gear that



ARCHAEOLOGISTS ARE TRAPPED IN AN ANCIENT EGYPTIAN TOMB

help in the mission. Each bit of equipment you take reduces your starting score. Taking nothing at all reduces your

chances of finishing.

If you come across a screen where one of the items in Thunderbird Two's hold will help

GUNFIGHT

0

- **Machine:** SpectrumAmstrad
- **Supplier:** Ultimate
- **Price:** £19.95

Howdy partners. This is Sheriff Sabremen talking to you from the troubled city of Black Rock. We're having a lot of trouble with a mean bunch of outlaws right now. I need a Buffalo Bill, the Kid and a host of other famous names out to give me and the peaceful folk of Black Rock a tough time.

Lucky I've got my trusty sheriffs and my faithful steed, Nightshade, to help me run these varmints outta town — but I'd like you along as parts my posse. Fancy comin' along to help me clean up the town? Then grab that badge and pin it on your Spectrum boy.

Take a whole lot of Nightshade, add a couple of "duck shoot" arcade bonus screens, space them up with some nice Western graphics and you've got Gunfight. The idea is that as the sheriff of Black Rock you have to get rid of all the baddies inhabiting the town.

The locals help you by pointing the way towards the particular baddie you're hunting as you patrol the streets in the guise of Sabremen in a stein.

Once you've found him you have a gunfight. The 3D style screen changes to a 2D heads-up view of the baddie you've come across — with a cross-hair sight.

You have to move the cross-hair and draw your gun in time to shoot your opponent down.

Each time you wipe out a baddie you get a bounty. Cash which enables you to buy more bullets to go out hunting the next baddie. The price of bullets — like petrol — varies from time to time so you need all the cash you can get if you're to succeed in cleaning up the town.

The townfolk can be a bit tricky but they do tend to give you the way when you're hunting down the varmints. Shoot an excellent cowboy and you lose cash. Bump into one and you lose a life.

The graphics are identical to Nightshade — except for a few Wild West touches to spice them up. Inside the main play area window a beautiful wanted poster appears showing you the particular baddie you're looking for.

Buffalo Bill is the first and is pretty easy to gun down. After that you're on your own! Billy the Kid and the rest are pretty tough to kill and your TV could end up dodged with bullet holes. Sound effects aren't too much to shout.

Gunfight doesn't have the puzzles usually associated with an Ultimate arcade adventure — but it is immensely playable. I don't think it'll have the usual last appeal however.

The packaging also includes a few hints and tips on game play — another first for Ultimate!

At first I found it difficult to tell which were the baddies and which were the male inhabitants of the town. Then I worked out that the little man jumping up and down and pointing wasn't going to shoot me down and were just showing me where the baddie was hiding out. Lots of bounty money was lost before I'd worked this out.

Still, if you're after a souped-up version of the ancient old Gunfight arcade game then this is for you. But all the fun and pretty graphics don't make the game worth nearly £10.

- **Graphics** 8
- **Sound** 5
- **Value** 7
- **Playability** 8

- **Machine:** CBM 64
- **Supplier:** Ultimate
- **Price:** £19.95

What an you say about Outlaws? Nice glossy

packaging, slick artwork and an intriguing storyline painted on the cassette may well up to Ultimate's normal standards.

But what about the game. I hear you're thumping the hammer of your Colt 45 and pointing it in a mean manner at the review's page.

Okay, I give in and spill the beans but you'd better all down first. Outlaws is really quite ordinary.

But first the setting. A town lives under the shadow of an evil gang of outlaws. Nobody dares stand up to them. Months pass and then a man with no name and no past rides into town. It's the Lone Rider. Controlling the Lone Rider and his horse by joystick you must

seek out the outlaws, revenge the town.

Pushing the joystick left or right will cause the horse to move in that direction. Keeping it pressed will move the horse from a trot to a gallop. Pushing the stick forward will cause the horse to jump. Shooting is also easily controlled by the stick.

The idea is to get the baddies before they get you. They will attack on horseback or when in town a seemingly innocent passer by will suddenly draw a gun. Fast reaction will be needed to beat him to the draw. The graphics and sound are okay and the game is quite playable. But with Ultimate the hope is for something new and original and for them Outlaws is rather ordinary.

- **Graphics** 7
- **Sound** 7
- **Value** 7
- **Playability** 8



THE WAY OF THE

exploding fist

Become a master of this mysterious ancient art: progress from novice to Tenth Dan and test your strength and discipline. You can control your character with either joystick or keyboard - 18 different manoeuvres including blocks, flying kicks, leg sweeps, roundhouse and even somersaults!

Challenge the computer, facing opponents of progressively greater skill, or compete with a friend. THE WAY OF THE EXPLODING FIST has it all - addictive competitive action, dazzling graphic animation and sound. The wait is over - you are about to face the challenge of a lifetime! "Spectacular, startlingly original epic, most televisual game I have encountered." - Daily Mail. "Quite simply the best program." - Popular Computing Weekly



"The Way of the Exploding Fist is virtually beyond criticism - technically brilliant and visually absorbing."

POPULAR COMPUTING WEEKLY

"Melbourne House's karate simulation explodes on to the Amstrad. This is a great arcade scoring game as well as wonderful family entertainment.

In Way of the Exploding Fist, Melbourne House have scored a great hit."

AMT

"As a sports simulation, this is one of the finest and most realistic we have seen. As an arcade game, it's addictive and pacy. It's clearly destined for the top."

SINCLAIR USER

"I can't tear myself away from this hit game, a karate contest called The Way of the Exploding Fist."

DAILY EXPRESS

"The graphics made my eyes pop out. Fantastic sound effects, state of the art animation and brilliant game play. One of those games that you can get out time and time again."

ZZAP

"By far and away the best sports combat simulation available. Exploding Fist on the Spectrum is the best game."

CRASH

AVAILABLE FOR THE C64 AND BBC ON DISK AT £14.95 AND ON CASSETTE FOR AMSTAD, C64, AND BBC AT £9.95, SPECTRUM £8.95.



MELBOURNE HOUSE

Melbourne House (Publishers) Ltd., Castle Yard House, Castle Yard, Richmond, TW10 6TF

Trade enquiries call 01-940 8064

Available from selected branches of WHSMITH, John Menzies, WOOLWORTH LASKY, Rumbelows, Greens, Spectrum Shops, and all good software dealers

MERCENARY

- **Machine:** Atari/IBM 64
- **Supplier:** Novagen
- **Price:** £9.99 cassette/£12.85 disk

The wait is over. *Mercenary* is here at last. And well worth the wait it is.

If you loved the graphics of *Elite* and also like tight simulations all wrapped up with a spot of zapping and puzzles, this is the game for you.

You play the role of a 21st Century mercenary who crash lands on the planet Theng and must use his brains to survive in this strife torn world.

To help in this difficult task, Banaon, a ninth generation computer helps you with a series of scrolling messages, relay messages and status reports.

The opposing factions on Theng are the Players and the Mechanoids.

Keeping alive on Theng will be hard enough in this hostile environment but the ultimate aim is to find a craft and escape the planet.

There are also various flying and ground based craft to be used and also a vast subterranean complex to be explored.

With excellent graphics challenging game play, *Mercenary* is a game to look out for.

| | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 9 |
| ● Playability | 9 |

because the technique in some of the events is hard to master, if not downright obscure. In each event you are told the qualifying time or distance, your own score, and whether or not you have qualified. If you are very lucky, you may set a new world record. I set a world record in the javelin, and failed everything else.

It's an ingenious idea, but disappointing and sometimes tedious to play. Running in particular is wearying, the aim being to move your athlete's two feet as quickly as possible. There doesn't always seem to be much skill involved in achieving a high score, although in most of the events you can improve through practice.

But the graphics are good, and if you don't like to be beaten by a game, there's a lot of challenge.

| | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 6 |
| ● Value | 8 |
| ● Playability | 7 |

ZORRO

- **Machine:** CBM 64
- **Supplier:** US Gold
- **Price:** £9.95 cassette/£14.95 disc

Old film legends don't die — they just resurface as computer games. Such is the fate of that masked master of swordplay Zorro. And a sad fate it is.

Graphically this rather standard platform game is not

over impressive. Zorro himself appears as a black silhouette with no features at all. Sad that the man of mystery has become just a black, jerky blob. The rest of the animation is up to — or rather down to — the same standard.

The music is alright but nothing spectacular.

| | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 7 |
| ● Playability | 6 |

OLYMPIC DECATHLON

- **Machine:** BBC
- **Supplier:** Alligate Software
- **Price:** £9.95

Now you too can follow in the steps of Billy Thompson without ever leaving the comfort of your own home.

Olympic Decathlon, which comes on disk, allows you to try your hand at all ten Decathlon events: 100m, 400m, 1500m, long jump, shot put, javelin, hurdles, discus, pole vault and high jump. There is a choice of joystick or keyboard control.

If you opt for the keyboard, you must select keys to control your left foot, right foot, and a throw/jump key. You compete in all the events using a combination of these three movements. Hurdling, long jump and high jump involves running and jumping, for example, the javelin involves running and throwing, and so on.

You can also choose whether to practice each event individually, or take part in a full marathon. I strongly advise that you practice

▶ CONTINUED FROM PAGE 18

▶ CONTINUES ON PAGE 23 ▶

Post Haste Software



The total postal software service!

Post Haste is part of GB Microland, the South of England's unique computer shop. Thousands of software titles. Lots of experience. The place that gave new meaning to the word "friendly". But not everyone lives nearby. So Post Haste Software was born. To bring the best to you. With top service. Here's a how:

No "Club" to join, no "subscription" to pay. You come in our shop for free. Why pay to buy by mail?

Unique "double your money" voucher with the 40-page catalogue. Check the box in this advertisement!

Software for other computers? No problem. QL, Apple and IBM. Ask for it! Post Haste has the lot!

Postage free in the UK. Europe? Add 95p. Elsewhere? Add £2.50. For the whole order, not each program.

Everything mailed in special cartons. No used boxes or padded bags. Who needs squashed software?

Order by post or phone, day or night. Check the coupon for details. Then relax. It's fast!

Pay by cheque, bank draft, PO. Access. Visa. Mastercard, Eurocard. Post Haste is convenient!

ALREADY SEEN SOMETHING YOU WANT ON THIS PAGE? GO RIGHT AHEAD AND ORDER NOW!

Use the coupon or write on your paper. Be sure to include all the details from the coupon. Cross cheques and POs for safety. Your software will be on its way by return. So will your catalogue. And your unique "double your money" voucher!

SWORDS & SORCERY (P.S.S.)

18 months in the making, it's here at last! The supreme role playing Dungeon & Dragons game, based on the newly developed MIDAS adventure system, which will lead to other adventures and extensions to Swords & Sorcery itself!

"It's very difficult to do this game justice in a few words — the sheer size and depth defy labelling. An impressive piece of software indeed." — Crash

Spectrum (C) £9.95

YIE AR KUNG FU/(Imagine/Konami)

At last! One of the biggest programs of the year! The current arcade hit brought into your own home with all the dazzling action you'd expect! Fight your way through screen after screen! A smash hit! Ever there was one!

"Konami's arcade hit brought home. Just Great!" Games

Amstrad (C) £8.95 Commodore 64 (C) £8.95

Spectrum (C) £9.95

ADVENTURERS! SPECIAL EXTRA SECTION!

There are dozens of adventures in the Post Haste catalogue from virtually every major publisher. Just check all the superb fiction, range in theme and enjoy the ride!

And Post Haste carries the full range of fiction, including the best and the best books in major other adventure book!

Answers to the problems that keep you awake at night? The catalogue has them all!

MERCENARY/(Novagen)

The war begins now! At Amstrad total winner! Incredible 3-D vector graphics, changing with amazing speed. And the game brilliant each time you play! You'll really feel as if you're flying above the planet Targi. Believe us!

"We couldn't believe the speed. Smashing!" Zzap 64

Commodore 64 (C) £12.95 Amstrad (C) £9.95

Commodore 64 (C) £12.95 Amstrad (C) £9.95

POST HASTE IS BEATEN!

The sheer volume of new releases just can't be described in this advertisement! But, of course, as the premier mail-order service, we've got them all in stock! Or, if they're about to be released, they're here within hours and on their way within minutes. Right Night, Rambo, Commando, Goonies, Tomahawk, Lord of the Rings, Zoids and many, many more!

ROCK 'N' WRESTLE (Melbourne)

The eagerly awaited fight sequel to the record-breaking "Way of the Exploding Fist"! All the action you'd expect and a lot you won't believe! One or two players, 10 possible opponents, over 25 joystick moves, astonishing graphics, unbelievable animation. It's the sequel everyone wanted!

Spectrum £8.95

Amstrad (C) £9.95

C64/128 (C) £9.95

THE POST HASTE CATALOGUE

The Post Haste catalogue is just 90p with a unique "double your money" voucher tucked inside! See the Post Haste catalogue contains a £1.80 voucher to use for your first order! How much for value?

You get 40 big pages crammed with over 100 program descriptions. Recreation, utility, strategy, adventure, arcade, they're all there! And so you get £1.80 "double your money" voucher!

Pack pictures, screen shots, review quotes and much more. Programs for five major Amstrad, Atari, BBC, Commodore 64/128 and Spectrum. You're spoiled for choice with Post Haste!

And your catalogue is the gateway to a huge program range from Post Haste: over 4,000 titles spanning 10 major micro! Where else is there such a choice?

WINTER GAMES

(Epyx/US Gold)

The success of Summer Games and then Summer Games II is now legendary, but until you've seen and played "Winter Games" you ain't seen nothing yet! So charming winter sports simulations to learn and master as you go for gold. An absolutely brilliant program playable by all the family, alone!

Bob sled, ski jump, figure skating and more! "Extraordinary graphics, incredibly skilled programming, immensely playable, really absorbing. An absolute winner all the way!" Computers Games

C64/128 (D) £14.95 C64/128 (C) £9.95

THE POST HASTE SERVICE

We can supply any program you've seen advertised. If it's released, you'll usually get it by return. If it's not, you'll get it faster when it does come out. Simply order it and we'll track. And here's our promise: we'll never cash your cheque or charge your credit card until a program is packed and ready to mail. That's Post Haste service!

LITTLE COMPUTER PEOPLE DISCOVERY KIT (Activision)

This has to be the most unusual program of the decade. You'll have your very own Little Computer Person. He'll live in your computer in a three floor house. You'll feed him, talk to him, play games with him, and be part of his life. He'll certainly be part of yours! In fact, he'll probably take it over. We promise you this will be the most astonishing and irresistible creation you've ever loaded in your computer and you'll feel awful when you turn it (him?) off! This is not incidentally, a game!

"Animation of the Pet Person is incredibly lifelike. A stunning advance in computer entertainment. 97% overall rating." Zzap

C64/128 (D) £14.95 C64/128 (C) £9.95



Phone Orders (24 hrs) (0705) 269333

TO GET YOUR CATALOGUE WITH THE "DOUBLE YOUR MONEY" VOUCHER, OR TO ORDER SOFTWARE, USE THIS COUPON!

- Send your catalogue. I've enclosed 90p.
- Don't forget my £1.80 "Double Your Money" voucher for me to use with my first order!
- I want to order software right away and the details are below. I want the catalogue too so I've added 90p.
- Don't forget my £1.80 "Double Your Money" voucher!

My name is

My address is

Post code

My computer is

Can we contact you by phone if there's a query?

STB/Exchange Number

IF YOU'RE ORDERING SOFTWARE, PLEASE PRINT DETAILS OF THE PROGRAMS YOU WANT!

| PROGRAM NAME | PRICE |
|-----------------------------------|-----------|
| Catalogue with £1.80 voucher | Add £0.90 |
| Postage is totally free in the UK | Add £0.00 |
| Europe postage for whole order | Add £0.95 |
| Amstrad discware for whole order | Add £2.50 |
| TOTAL AMOUNT ENCLOSED £ | |

PAYING BY CHEQUE OR POSTAL ORDER? Please make it payable to Post Haste Software and cross it for safety's sake!

CHARGING IT TO YOUR VISA, ACCESS, MASTERCARD, EUROCARD? May we have your card number, expiry date and signature?

Expiry date _____ Signature _____

Now mail your order to:
POST HASTE SOFTWARE
GB MICROLAND, 7 QUEENS PARADE
LONDON ROAD, WATERLOOVILLE
HAMPSHIRE PO 707, UNITED KINGDOM
Or phone (24 hours) 0705 269333

SCALEXTRIC

Machine: CBM 64
 Supplier: Leisure Games
 Price: £9.95

I used to love playing with my Scalextric set. It's the nearest I've ever come to real motor racing. Building a track was half the fun, racing the cars the other half. But all that plastic track and little buildings took up a lot of room, and the dog was always crashing across the circuit at crucial moments.

Now, thanks to Leisure Games, the problem is solved. I've crammed all the bits of track and a couple of cars into a CBM 64 with Spectrum and Amiga versions to follow.

It's a real challenge, isn't it?

the pistons but with a track building option like Amiga's *Racing Destruction* Set.

When you're racing you get a split screen display as in *Pitstop II*. You can race against the computer or a friend. There are 17 pre set tracks based on the Grand Prix circuits of the world. There are varying difficulty levels.

You get a "construction window" while at the top of the screen you see icons representing different bits of track available to you.

There are different straight, corners and chicanes. Different bits of track have different characteristics when you actually enter a race.

Scalextric is a well thought out split screen race game. One for race addicts who like building their own tracks. Better than *Racing Destruction* Set but not quite *Pitstop II* which, in our humble opinion still holds Pole Position.

Graphics 8
 Sound 8
 Value 8
 Playability 9



SABRE WOLF

Machine: CBM 64
 Supplier: UltimateFirebird
 Price: £9.95

If we waited a long time for *Underwulde* to make it onto the Commodore, then it's been an eternity waiting for the excellent *Sabre Wolf*. Again it's worth it.

The Ultimate format is very friendly by now and does not detract from the game at all. And time doesn't dull the surprise at the quality of the graphics and the immense size of the game.

The idea, once again, is to escape from the seemingly neverending jungle. On the way you must collect the four pieces of an amulet scattered throughout the game. As the pieces are collected more and more jungle beasts appear making life more than a little dangerous.

A map is essential if you are to conquer the game, otherwise you'll become hopelessly lost. *Sabre Wolf* is a classic game. Buy it. Enjoy it, and tell your friends.

Graphics 9
 Sound 8
 Value 8
 Playability 10

UNDERWULDE

Machine: CBM 64
 Supplier: UltimateFirebird
 Price: £9.95

When C+VG reviewed the Spectrum version of this Ultimate classic we noted that it had been a long time coming but was well worth waiting for. That review appeared in the January 1985 issue. One year on and the Commodore version has appeared. Was it worth the wait this time? The answer is yes.

Underwulde is well up to the standard expected of an Ultimate game.

The look and the layout of the game is very similar to the Spectrum version. You score is shown at the top of each screen together with how deep you are in the *Underwulde*.

The idea of the game is to escape from the *Underwulde* by climbing through various levels, using the objects scattered around the many screens and avoid the multitude of perils.

Underwulde is excellent fun and great value. Firebird has done a good job with the conversion.

Graphics 9
 Sound 8
 Value 8
 Playability 9

ELEKTRA GLIDE

Machine: Atari CBM 64
 Supplier: English Software
 Price: £9.95 (casual) £12.95 (ret)

If it's speed and audio-sonics you want from a game then look no further. *Elektra Glide* must be the latest game on the Atari right now, and English Software promise the same speed for the 64 version upon its release.

Elektra is a driving game without overloading of pistons. It's more in the *Mad Max* mode. A desperate race against time and hazards like spinning tubes and bouncing balls which look like refugees from *The Hammer*. And there's a jet which drops electrostatic columns to block the road ahead of your speeding car just to add to the excitement.

There's an 80 second time limit on each sector too.

All this adds up to a fast and good looking game, one that you need to play in a dark room with your TV's volume turned up full. The sound effects and music have to be heard to be believed.

You get a driver's eye view of the road ahead, which disappears into the misty distance with some nicely drawn mountains on the horizon. There are five different zones to race across selectable from an options screen at the start of the game. These are Scotland, England, Wales, USA and Australia. Each zone has different landscapes graphics.

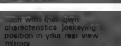
The scrolling is extremely fast and super smooth, matching the speed of the game.

The game is more for you, so than to provide an old and outmoded challenge. There's no running score totaliser, or a hi score to measure your achievements against in the Atari version, but it will be added to the C64 game.

The jet which swoops overhead to beam down the dangerous electro-colums is original touch. And the sound makes it all blast overhead a blast. Listen for it as you play.

Elektra Glide is superbly presented and looks extremely stylish. We rate it as the second best Atari game released this year. First? *Drop Zone* of course.

Graphics 10
 Sound 8
 Value 8
 Playability 9



REVS

Machine: C64/128
 Supplier: Firebird
 Price: £14.95 (casette) £17.95 (disc)

Acornsoft were certainly in top gear when they produced *Revs* for the BBC Micro, which is probably the most realistic racing simulation available on any home micro.

Now Commodore 64 owners can also experience the thrill of the race and get the adrenalin pumping as they speed for position in the conversion by Firebird.

Revs gives you the chance to drive a Formula 3 machine at breakneck speed around Silverstone. Starting in practice with the usual settings applied.

It's a real test of skill as to manoeuvre through the chicanes - your last corner.

This isn't as easy as it may sound, but don't despair. All it takes is practice, and you'll soon be racing through this section in fourth gear, pushing maximum speed into the home straight.

Though not truly 3D, the car graphics are excellent, changing size and detail with distance, and you'll see the other drivers

dash with thrilling characteristics jockeying for position in your rear view mirrors.

Revs is in a completely different league to most race games. Don't expect to lean on the joystick and attain a new lap record on your first going.

Graphics 10
 Sound 7
 Value 8
 Playability 9



SHE'S COMING

TWISTER



Available for

Spectrum 48k, CBM 64/128, All Amstrads, All
48k Ataris, Atari ST, BBC B, MSX

ALL TAPES AT 7.50

Amstrad 48k, Spectrum 48k, Atari 48k

ALL TAPES AT 10.99

Amstrad 128k, Spectrum 128k, Atari 128k

SYSTEM 3 SOFTWARE SOUTHBANK 100 PRINCE ROAD LONDON SE1 7SJ

TELEPHONE 01-735 1000 TELEEX 295555 LSPG

*If you can't stand
adventure, skulduggery &
mounting tension*

SPY VS SPY

THE
ISLAND
CAPER



Don't buy it

Cassette £9.95, Disc £14.95

Developed by
Databyte, Inc.
Published by
Atari, Inc.

**FIRST
STAR
SOFTWARE**

FOR ALL ATARI COMPUTERS 400/800/XI/XE WITH MIN 48K
RAM

ATARI
Soft is a trademark of Atari Corporation

DATA BYTE

Power to your palette

The Graphic Art Department is the most powerful, most versatile graphics design program available for the Atari Home Computers. Its simplicity of use makes it a joy for people of all ages to paint with. It has more than 30 different commands to choose from. An incredible 128 different colours can be used in any one picture. A three stage Zoom feature allows one the ability to do very detailed and intricate work.

Other features include: the use of text in your pictures, 40 different brush patterns, a brush editor to create your own brush patterns, character editor, circle draw, brush speed control mirror and you can even obtain a printout of your pictures. These are just a few of the many fine features to be found in the GAD. Ask your dealer for a demonstration now. Disc: £29.95



A CUNNING FOE WHO KNOWS NO FEAR



DESERT FOX



CBM64/128

The cunning Desert Fox, the wily Rommel, is on the rampage, sweeping across the desert sands, laying low the allied forces and swarming through allied territory. It is on your shoulders Lone Wolf, to halt the progress of this awesome foe and rescue the North Africa campaign from his grasp. Step forward with the courage of a fearless leader in face to

face conflict with his ground and air attacks. Be as wise and as cautious as the most battle hardened general in planning your strategy and calculating your tactics to rescue your supply depots. In short Lone Wolf, if you fail in your destiny as the complete warrior, the final conflict - a head to head tank duel with the mighty Desert Fox himself - will be your last.

REALISTIC VOICE SIMULATION

Listen in on enemy radio messages, plan your tactics to combat their manoeuvres.



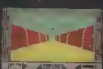
Shake attacks: Keep a close eye on your radar, an early warning will give you some chance against the sneaky shake attacks.



Caution: Pinned your convoys from aerial bombardment as all units, without their supplies your convoys will fail. But by your ingenious switch out for the allied tankmen.



Maps: Be wise to your map-making strategy, provided those designs in danger from enemy attacks, only your resources to it's own devastating effect.



Amidships: The enemy is infatuated with enemy convoys. But you must reach the enemy while you wait. Good luck and happy shooting.

U.S. Gold Limited, Unit 10, Parkway Industrial Centre, Henegate Street, Birmingham B7 4LY. Telephone: 021-359 8881

5Brookes Court Baldwin Gardens London EC1
Telephone: 01-242 5409

All orders despatched immediately.

| SPECTRUM | Price | COM 64 | Price | AMSTRAD | Price |
|----------------------|-------|-------------------|-------|----------------------|-------|
| 3000 100000 PLASDIS | 7.00 | NOCT STAGE | 7.00 | 2000 | 7.00 |
| 3000 8000 | 7.00 | OUTRIMS | 7.00 | STREET HUNK | 8.00 |
| 3000 6000 | 7.00 | DRAGON SCROLL | 7.00 | SMOOTH | 8.00 |
| 3000 4000 | 7.00 | PARADISE | 7.00 | CRASH | 7.00 |
| 1000 KANATE | 7.00 | NIVER DENDR STONE | 7.00 | SKITICE | 7.00 |
| SHOCK OF THE UNICORN | 77.50 | WORTH ON THE RUN | 7.00 | TAI GUT | 7.00 |
| CRITICAL MASS | 5.00 | THE LAST OF THE | 7.00 | THE BURNING WINGS | 7.00 |
| NO BASKETBALL | 5.00 | RACING SET 3ET | 8.00 | ELITE | 11.26 |
| NO BASKETBALL | 5.00 | AMERICAN | 7.00 | WORM IN PARADISE | 7.00 |
| WORM IN PARADISE | 7.00 | 5700 | 7.00 | ROCKEDOR | 7.00 |
| WORM 12th | 8.00 | FRUITS 13th | 7.00 | EVILMAN 2nd | 8.00 |
| WORM 13th | 8.00 | COMP PEPOLI | 7.00 | EVILMAN 2nd | 8.00 |
| ELITE | 77.50 | BOMB BOMBING | 7.00 | | |
| COMMANDO | 1.00 | THE CROWNE | 7.00 | | |
| TAI GUT | 7.00 | CULTURES | 7.00 | AMSTAR HITS 4 | 8.00 |
| EXPLODING DISK | 8.00 | THE FORCE | 7.00 | ELICTRA BLVD | 7.00 |
| EXPLODING DISK | 7.00 | THE LAST OF THE | 7.00 | NEARIN OF HAPPOUS 80 | 8.00 |
| EXPLODING DISK | 7.00 | SEALFECTIVE | 17.01 | JAMM JET | 8.00 |
| THE FORCE | 7.00 | BLACK RUNNER | 6.96 | HIGHER PILOT | 7.00 |
| THE FORCE | 7.00 | NEUS | 7.00 | | |
| CYCLONE | 7.00 | Z | 7.00 | | |
| BLIND 1000 | 7.00 | OUT GUTTERMAN | 7.00 | MSX | |
| SPARKING | 7.00 | CRACKA LORRA | 7.00 | BACK OUT | 5.00 |
| LOOPS OF THE PUMPS | 71.25 | STAR HEAVY | 7.00 | ST JACQUES | 7.00 |
| BACK TO SCHOOL | 5.75 | COMMANDO | 7.00 | HIPPER HALLY | 17.00 |
| NO CODES | 6.00 | ELICTRA BLVD | 7.00 | 17th JONES | 17.00 |
| | | | | | |
| DRUCKS WORLD | 6.95 | ZURRO | 7.40 | TEMPUS | 11.00 |
| DRUCKS WORLD | 6.95 | NEUS | 7.00 | THE ARKING HALL | 11.00 |
| WET HUSKEY | 6.95 | NEUS | 7.00 | NEUS | 11.00 |
| DRUCKS WORLD | 6.95 | MUSLEY RYCHER | 8.00 | | |
| DRUCKS WORLD | 6.95 | EPULAKU | 8.00 | | |
| BLACK RUNNER | 6.00 | GRAMM | 8.00 | CPI64 | 5.70 |
| DRUCKS WORLD | 6.95 | SPASSED OUT | 6.00 | BANILEY DR | 5.70 |
| DRUCKS WORLD | 6.95 | CASAB OF CHOCOS | 6.00 | 16th JONES | 5.70 |
| DRUCKS WORLD | 6.95 | Z | 7.00 | WORLD ONE (BAMBA) | 5.70 |
| DRUCKS WORLD | 6.95 | COMIC BANCERY | 7.00 | SCORCH | 5.65 |
| DRUCKS WORLD | 6.95 | BRANDAGE | 7.00 | STAR EVENTS | 5.00 |

Sexual offer: Come For Jettich (13.50) Kater: Good Kater (18.50)

Both psychiatrists have said your guardian. * If game releases

Send SASE for list, stating which parts. Any changes/PDs to the following address:

4. **SOFTWARE** - Dept. CYSZ & BRIDGES COUNTY, BAKING BAKERS, LONDON, 1961

**REDNECK
McCOY**



you'll know he's the real McCoy once
you've sampled an *Atomic Drop*.

ROCK'N' WRESTLE

For less than the price of one game

You could get your hands on over 500 great titles!

Please tick the appropriate box.

Please send me more details about the Matrix Club ☐

Please enclose me as a Matrix member. I enclose a cheque for £6 made payable to

Melissa Agencies ☐

My interest is: Spectrum ☐ Commodore ☐ Amstrad ☐ Flop videos ☐

Name _____

Address _____

Post to: **Matrix Membership**, 271 Starsted Road, Bishops Cleeve, Hereford
CV22

(not to mention pop videos)

With top titles costing anything from £7 upwards to buy, renting your software from the **Matrix Club** makes very good sense.

Our once only enrolment fee of £6 gives you access to over 500 titles on the Spectrum, Commodore and Amstrad systems including all your latest favourites.

Added to that is the opportunity to hire top pop videos at similar low rates, and using the same fast, easy-to-operate system.

Use the coupon on the left to receive full details of membership with no obligation or enrol right now to get a weeks free hire of one of our classic titles.



ROLLER COASTER

- Machine: Spectrum/Amstrad
- Supplier: Elite
- Price: £6.95 (Spec) £7.95 (CBM 64) £8.95 (Amstrad)

Roll up, roll up! Take your place please for a fun packed journey around a theme park. Ride the weird ghost train, speed down the water-chute in a hollowed out log, brave the dangers of the big wheel – and finally try out the stomach churning Roller Coaster itself.

Now, here's a new twist on the platform format. All the ideas work as they would in real life.

The object of the game is to explore the fairground and discover bags of gold which are dotted around on the many rides. You may have to risk life and limb to get them.

You begin the game with five lives — you lose a life if you fall off something, get hit by something or simply run out of "life force".

The graphics are extremely colourful – similar to Monty and JSW but with extra added pizzazz! Sixty screens worth of pizzazz to be exact.

Ride the Roller Coaster just once and you won't want to get off for a long, long time.

- | | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 7 |
| ● Value | 9 |
| ● Playability | 9 |



- Machine: CBM 84
- Supplier: Mastertronic
- Price: £2.95

Great sound — shame about the game! This release in Maxis's new M.A.D. range features some absolutely brilliant sounds from ace composer Rob Hubbard and some pretty graphics from programmer Dave Darling. But game play doesn't match up to the title.

The basic theme of the game

is this. The year is 2008, the world has suffered a global nuclear war and a global nuclear winter. You survived both as you were working on a secret project deep within a bunker — that special project was The Last V8. This is a real super-car, shielded from radiation, computerised and powerful. And you are going to use it to attempt to control the remnants of mankind left on earth after the holocaust. But there is still danger on the surface.



- Machine: Microelectron
- Supplier: Superior Software
- Price: £9.95 (tag) (£1.95)

...ing any game. "The best
de Adventure ever" isn't
scribble. For one reason
nothing just a little better will
been eventually, and more
y. It sounds incredibly

Superior have, until now, concentrated on getting

...ed a more aggressive
... if they want to be
... as a quality software
... will have a good

On turning the program a pleasant enough title page appears: In fact one of the best I've seen on the Deco "Citadel Citadel, Citadel" grows the BBC. Gosh! Speech too. Well, no Nos really after announcing itself in rather

- teleport, and smash it all
- it's, thus avoiding the alien invasion & saving the world

Simple, eh?

Game play is fast and
ting with trampolines, rope
platforms and elevators
walk over Death manifests
in the form of monks,
est, cannonballs, thorns,
square things, big flashing
e things, spotted things on
y green legs and a few
beardies.

Superior have backed the
with yet another
position. The first person to
strike the game gets a cool
greenbacks and a plaque.
Three crowns have been
in hard-to-reach

The first person to tell me where two of the three can be found says "I."

Cradle is fun to play and allows extensive exploration without having to complete a sticky problem to reach the next screen. It presents good value for money even if you don't want

- | | |
|---------------|---|
| ● Graphics | 8 |
| ● Sound | 8 |
| ● Value | 7 |
| ● Playability | 8 |

THE LAST V8

Unexploded nuke warheads which detonate from time to time. Fortunately you can warn you of an imminent blast and you must dash for safety inside a shielded bunker before it goes off. You have to dash from shelter to shelter in a bid to discover the survivors.

Your V8 is difficult to control. You'll find yourself skidding off the road and into the landscape at every available opportunity when you fast load the game. Practice might just make you a better driver — should you wish to persevere with the game.

The roads you must travel twist and turn with alarming regularity — but there are some short cuts — across the nicely drawn landscape.

The voice synthesis feature at the start of each game is simply annoying after a couple of listens! And you can't turn it off.

V8 is a nicely presented program — but without much substance.

- | | |
|---------------|---|
| • Graphics | 8 |
| • Sound | 9 |
| • Value | 3 |
| • Playability | 6 |

● **Supplier:** Ultimate
● **Price:** £1.95

It's the Ultimate mini-Minter? Something here. The latest in an arcade adventure is an out and out 'em up.

...a big departure from their
style, Ultimate has
...a surprise on their pub
...involving

If people played this
for several hours just to
escape if there was more of
blasting your way across
Egypt's landscape. Defender
is. But surprisingly, that
seems to be it.

he game is packaged in the
Ultimate style leading
to believe that it is a special

but it isn't
described in
a more mysterious
the Zoser Pharaoh
it is having a tough
lands are dry.

▶ CONTINUED FROM PAGE 24

GEOFF CAPES STRONGMAN

- Machine: Amstrad
- Supplier: Martech
- Price: £8.95

What are you — me or mouse? That's the opening challenge from Martech. Well, next to Geoff Capes that's not an easy thing to answer.

Anyways, generally squeaking, we're a tough, rough lot at C+VG, ready to rise to any challenge.

Geoff Capes Strongman is a simulation game with an added dimension. Instead of just undertaking the various tasks, you also have to train for them.

Poor old Geoff's body has been split into eight bits, represented by "muscle icons". Only his head is missing. Is that significant, we wonder? Brawn without brain?

Each muscle contains a gauge to show how fit it is and how much energy is available.

Different events require different muscles so while training for the six events you must prepare the right muscles.

If during any of the events the energy gauge hit zero, Geoff collapses.

The six events Geoff must compete in to win the Strongman title are the truck pull, log choss barrel loading, car roll, fairground bell and sumo wrestling.

Between each event there is a short rest period which you can re-distribute remaining muscle energy.

Geoff Capes Strongman is a good simulation, lifted above many of its rivals by the neo-

to actually think about the strategy behind the play. Good fun.

The game is also available on Spectrum, CBM 64, BBC B, Election, MSX and Atan.

- Graphics 6
- Sound 7
- Value 6
- Playability 6



ACE

- Machine: CBM 64
- Supplier: Cascade Games
- Price: £8.95

There are fight simulations and then there's Ace.

Digital Integration's Fighter Pilot has been widely acknowledged as the best of the bunch but that accolade must now go to Ace.

Not that there is anything sunnily new about the game, it's just incredibly well presented.

There is a wide choice of battle conditions. Combat can take place during the day or night, winter or summer.

Using a map to locate the enemy, you can chase and engage them on land, in the air or at sea.

The screen layout is fairly clear and easy to understand. The top half is taken up with the view from the cockpit, the bottom half with instruments.

Completions to Cascade on a good game.

- Graphics 6
- Sound 6
- Value 6
- Playability 6

IMHOTEP

- Graphics 6
- Sound 6
- Value 6
- Playability 6

- Machine: CBM 64
- Supplier: Rhin
- Price: £8.95

There's always room for another good shoot 'em up and Z — pronounced Zee — is just that.

The idea of the game is pretty simple. Blast all the aliens, capture energy bombs, zap force barriers surrounding the Transporter Units until you've got a bag enough holes to guide your ship through and warp to the next sector where it all begins again.

The game takes place on a planet with a computer controlled defence system. The system has malfunctioned and now the computer can't tell the difference between friend or foe — so it attacks everyone!

Only a starfighter as experienced as Z — that's you — can destroy the system before things really get out of control.

The game features multi-directional wrap around scrolling screens with some stylish

space game style backgrounds. Some sectors have a lunar backdrop, others a Paradisiac style cityscape. Defence ships come in many different forms and are all extremely deadly.

Some craft, like the Big Mothers you'll find on level three, need to be hit several times before they disintegrate. The Control Ship at the end of each game has to be blasted by energy bombs — five in all — before it can be destroyed.

The energy bombs are carried by special craft which you have to blast to release the bomb capsule. Chase the capsule to pick up the bomb.

The ship features inertial control — which means you have to be nifty to fly it and win. It has twin laser cannon which make blasting a bit easier and a central bomb chute to launch those energy bombs.

Z comes from Chris Butler, the programmer who brought you Hypersprint which became something of a cult game among 64 owners. Z should do just the same. It's fast, fun and lots of fun.

Don't miss this extremely attractive, truly addictive zap-to-kill extravaganza.

- Graphics 6
- Sound 6
- Value 6
- Playability 6

• CONTINUES ON PAGE 32 •

ENDURANCE RACING

Machine: Spectrum
Supplier: CNI
Price: £7.95

From the programmers who brought you CNI's popular Formula One team manager simulation comes Endurance Racing — which does the same thing but long distance motorcycle racing.

You have to look after a team or a team of racing bikes out to win the World Endurance Racing Championship. You control the preparation of the team, the selection of riders, the turning of the machines — and must also oversee the pit work for the team during these all important championship races.

Endurance motorcycle racing is a team effort. Success depends as much on the maintenance of the bikes during many pit stops as on racing ability of riders.

A crash may not be fatal. If your rider can ride or push the bike back to the pits, repairs can be carried out and lost time made up.

Authentic team names and riders are already stored in the computer but these can be changed. You can customise your own team, selecting your

team name, bike type, colour, numbers and rider names. Each bike must be prepared for the race. The engine or chassis characteristics are adjustable and you must make your own decisions in line with the level of play. A bar-graph will increase showing an increase of power, m.p.g. etc.

Throughout the race the first six bikes are displayed on the score-board and the order of the first sixteen bikes are shown from left to right in front of the grandstand.

The team name of the leader and distance he had covered are also displayed. If your bike number turns red it shows that something is wrong.

During the race, instruction can be given to your riders by pressing the select keys and entering the bike number. All riders start off riding normally but they can be instructed to take things easy, if protecting a good lead or ride as fast as possible.

| | |
|---------------|---|
| • Graphics | 7 |
| • Sound | 5 |
| • Value | 8 |
| • Playability | 8 |

• Machine: Spectrum
• Supplier: Insight
• Price: £7.95

Hand on a minute! Everything's moving too fast! Don't let me catch my breath a second and I might be able to write this review.

This is the second game we've seen which is based around themes from that terrific Disney movie *Iron*.

You and your Spectrum have been transported to a maze like complex where links the deadly ROM Robot. You must find your way around the matrix, zapping tanks and randomisers — those awesome two legged space-craft featured in the *Iron* movie — in order to find your way to the Central Complex and the ROM Robot.

The many corridors of the complex will have you baffled unless you call up the map which overlays the main playing screen. So if you're REALLY clever you can leave the map on and see what's going on outside. Not really advisable for beginners however as you'll find the game SO fast that you're going to need your wits about you.

At first you'll find yourself bouncing off the walls and attempting to make fast turns. Practice makes perfect — but



then you'll have to work out how to take out the tanks and Randomisers.

Fortunately the loading sequence includes scrolling instructions — the bad news is that you can't call up these instructions during play.

The sound — especially the opening theme — is great!

The graphics are a mixture of vector and solids. The tanks and Randomisers are drawn as solid looking craft.

The best way to take out the Randomisers is by blasting one of their legs off causing them to spin and smash into the sides of the maze.

| | |
|---------------|---|
| • Graphics | 7 |
| • Sound | 8 |
| • Value | 6 |
| • Playability | 6 |

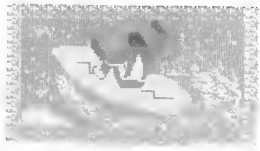
SURF CHAMP

• Machine: Spectrum
• Supplier: New Concepts
• Price: £11.95

Irish software house New Concepts are out to make waves with *Surf Champ* and its revolutionary surfboard shaped keyboard overlay.

By applying pressure to the surfboard, which sits on the Spectrum's G key, real life surfing moves can be performed. New Concepts say this is the ultimate sports simulation.

Before being able to ride the



waves, the player must make a number of decisions. Surfing gear must be selected and this depends on age, sex, and weight. Board length and weight must also be selected.

Once these selections have been made, it's time to head out to the waves. The screen then changes to a view of the sea from the beach. The surfer must paddle out into the sea, ducking and dipping under the waves to a chosen point.

Once the best wave has been selected, the player hits a key the screen changes to a close

up view of the surfer on the wave.

Using the miniature surfboard is very frustrating to begin with, but with practice it becomes easier.

Graphically the game is a little crude, but if you fancy a unique challenge then you'll get a square deal surf from *Surf Champ*.

| | |
|---------------|---|
| • Graphics | 7 |
| • Sound | 8 |
| • Value | 7 |
| • Playability | 8 |

VIDEO DARTS

• Machine: CBM 64
• Supplier: Zon Systems
• Price: £7.95

Video Darts is about as exciting as a stale pint of beer with a ribbed out cigarette floating in it. It has absolutely nothing to recommend it at all. A sad thing to say, but true.

The game of darts itself — played either against the computer or another player — is spectacularly unexciting. Consistent scores of 180 are easily obtained (therefore removing the slightest challenge from the game).

The graphics, considering the superb animation now available on other Commodore games, are extraordinarily crude — a standard equally matched by the packaging.

The music, a grating rendition of *Roll Out the Barrel*,

But the real killer is the price — £7.95. Can Zon be serious?

| | |
|---------------|---|
| • Graphics | 3 |
| • Sound | 3 |
| • Value | 3 |
| • Playability | 3 |

► CONTINUED FROM PAGE 31

• CONTINUES ON PAGE 35 ►

AMSTRAD 10-95
ZX SPECTRUM £7-95
COMMODORE 64 £10-95

Yie Ar KUNG-FU

THE ARCADE SMASH COMES HOME!

Also
for the
BBC Micro
9.95

Konami

Imagine Software is available from: WHSMITH, John Menzies WOOLWORTH, LASKYS, Rumbelows, Greene,
Spectrum Shops and all good dealers.

Imagine Software (1984) Limited • 6 Central Street • Manchester M2 5NS • Tel: 061 834 3939 • Telex: 669977

FRIDAY THE 13TH

- Machine: CBM 64, Spectrum, Amstrad
- Supplier: Domark
- Price: £8.95

We're not trying to shock, it's facts Domark! At suggestions I had taste surrounding the advertising of *Friday the 13th*, not trying to get attention.

Really? Their advert, featuring an ice hockey mask in a pool of blood with a knife thrust through the eye socket, certainly works on both counts.

ENAP, publishers of C+VG, originally had doubts whether to publish the ad. Menzies, the newspaper chain, even insisted the cover art work be changed before it would be displayed.

Of course, Domark, while appearing suitably shocked, love the fuss. It's great publicity. A game based on the exploits of a psychopathic killer who hacked, slashed and stabbed himself into film notoriety, is bound to attract the odd criticism. And well they know it.

But what has this to do with the game? Not a lot, actually. The packaging and publicity

may be sickeningly bloody and gory, but the game isn't. Blood-curdling screams — at least on the Commodore version — are as bad as it gets.

Jason — such a nice name for such a fiendish killer — is wreaking havoc at Crystal Lake holiday camp where you have staved on holiday.

It appears to be just one of the normal holidaymakers at the camp — until he attacks you! The others with an axe, you have to find a safe sanctuary where Jason cannot go and then persuade the other holidaymakers to join you or kill him.

Weapons are scattered throughout the game which you can use in a bid to destroy Jason.

Most of the screen is taken up with a 3D scrolling view of the holiday camp, covering rooms, walls, fences etc.

Your panic rising — and Jason always attacks the person with the highest rating — is shown by the height of hair on the character's head at the bottom left-hand corner of the



screen. Strength is indicated by a dumbbell.

The other characters at the camp are shown in the bottom right corner. If Jason or you kill one of them they are replaced by a tombstone.

The mask shows how close you are to going mad and, therefore, the amount of time you have left before the game is over.

The graphics on *Friday the 13th* are surprisingly crude and chunky on the Commodore version. The character you control also makes a noise like a machine gun when he walks. Quite why we can't work out.

Friday the 13th is a computer game no more violent than most other computer games. If that disappoints you, Domark have thoughtfully provided two foaming blood capsules for you to chew and spit blood at the computer.

Such are the marketing skills of the Domark team that *Friday the 13th* will be successful.

- Graphics
- Sound
- Value
- Playability

6
8
7
7

THINK!

BLITZ
GAME

- Machine: Spectrum
- Supplier: Ariolasoft
- Price: £7.95

Think! I thought, I moved! I lost. But was I disappointed? Not one jot.

Ariolasoft, mainly known for their imports of American software, has come up with a gem of a game with *Think! And It's Blitz!*, designed by the brains at Tigrae Marketing.

Think! contains that all too rarely found quality: a new and simple idea cleverly executed.

Basically, *Think!* is a board game on computer, easy to learn, difficult to master. All you have to do is get four of your counters in a row on a six by six grid. You play against a friend or the computer, making alternate moves. The winning lines can be vertical, horizontal or diagonal.

The counters can only be moved onto the grid from the bottom or right edge of the board. When a new counter is introduced into the grid

everything in that line or column is moved along — including the spaces. Get the idea?

One clever — or false move — can change the whole complexion of the game. A seemingly certain victory can become defeat.

There are seven levels of difficulty, hint facilities, different speed games and set problems to solve.

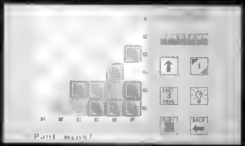
Think! is instantly playable,

brilliantly simple and instantly addictive. We think it's a winner.

The scores for preplay and sound are not really relevant as they are vital to the game.

- Graphics
- Sound
- Value
- Playability

8
8
10
10



AXIS ASSASSIN

- Machine: CBM 64/Atari
- Supplier: Ariolasoft
- Price: £7.95 cassette/£9.95 disk on CBM/£9.95 Atari Disk

At first sight *Axis Assassin* is an interesting game but somehow it never quite satisfies its promise.

The battle against the Master Arachnid and his multi-legged marauders ranges over a choice of 20 grids and five zones. All you have to defend yourself are three Axis Assassins, armed with unlimited fire power and pulse bombs.

The game starts as spiders spin webs across the grids. Then the Master Arachnid releases his army of hunters, dromes, spores and exterminators.

Your Axis Assassin can move up, down and across the grid, trying to destroy everything before they get you.

Smmmmm up, there's nothing really wrong with *Axis Assassin* but there's no real reason why anybody should make time to play it.

- Graphics
- Sound
- Value
- Playability

7
8
7
6

► CONTINUED FROM PAGE 32

◀ ENDS ▶

DYNAMITE!



From the epic quest to end Rasputin's evil reign puts this comic book gulf war arcade adventure in a world of its own.



Evil Orcs ravage the land in Belorin - you control the only characters who can save it. Stunning landscapes plus intriguing adventure in 'Venturescope'.

HOT



Crazy multi-screen adventure - failed. GerryGerry proves his worth by laying waste to his victim's body, until he reaches the heart...



Ted's Great Summer blow-out! - over 40 whacky screens as he tries to avoid supertroke, drinks like a fish and blows all his hard-earned money!

Four great, sizzling games from Firebird - the all-new Hot Range. Available for the Spectrum, Commodore 64 and Amstrad - see them at all good computer stores now!



FIREBIRD SOFTWARE WELLINGTON HOUSE
UPPER ST MARTIN'S LANE LONDON WC2H 9NS

MAIL ORDER:

Prices plus name of game, machine, cassette or disk and quantity required. Orders are subject to availability. Orders are despatched promptly. All prices include VAT and postage.

MAIL ORDER: ALWAYS USE 'FIREBIRD SOFTWARE, WELLINGTON HOUSE, UPPER ST MARTIN'S LANE, LONDON WC2H 9NS'.

GYROSCOPE COMPETITION



Koronis Rift Competition

Okay, so you think you're good. Quick thinking. Fast reactions. A master of pop-art grammar. The perfect computer gamester, in fact. Well we're giving you the test. Those skills to the fore.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Gyroscope — it looks like a little spinning top — is a game of chance, or wheel mounted and left unscrubbed it will maintain its direction in space independently of us.

When spinning and onto the game. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

Each will put you into a spin. Which of the five Gyroscopes from Melbourne House up for grabs as prizes in another great C+VG competition.

and onto
nimal the gyroscop
magpet, vegetating n
you can win the game, which is a
BSC B
the word square below are the names of five
and your answers to C-10.

| | | | | | | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| A | B | C | D | E | F | G | H | I | J | K | L | M | N | O | P | Q | R | S | T | U | V | W | X | Y | Z |
| L | A | B | D | R | C | A | D | V | U | T | S | F | L | M | | | | | | | | | | | |
| I | G | Y | F | O | S | C | O | P | E | R | I | C | H | Q | | | | | | | | | | | |
| O | B | C | D | K | C | S | T | E | K | J | I | K | P | R | | | | | | | | | | | |
| R | D | A | V | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | | |
| O | U | V | W | X | Y | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | |
| E | T | H | E | R | I | C | H | Q | | | | | | | | | | | | | | | | | |
| X | W | I | N | G | S | T | E | K | J | I | K | P | R | | | | | | | | | | | | |
| F | U | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | | | | |
| A | U | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | | | | |
| T | V | W | X | Y | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | |
| A | U | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | | | | |
| T | V | W | X | Y | Z | N | S | T | E | K | J | I | K | P | R | | | | | | | | | | |

10 MELBOURNE HOUSE GYROSCOP

C+VG/MELBOURNE HOUSE GYROSCOPE COMPETITION

Name _____

Address _____

Please tick the correct box for your computer.
☐ Spectrum ☐ Amstrad ☐ BBC ☐

Send your answers to Computer and Video Games, Gyroscope Competition, Priority Court, 30-32 Farrington Lane, London EC1R 3AL. The closing date is the 16th February and the editor's decision is final.

Koronis Rift — the legendary spaceship ground of the Ancients. For every scavenger and get-rich-quick junkie in the Cosmos, this fabulously rich place of technological wonders would offer the key to power and wealth beyond the dreams of magic.

And now those dreams are about to become reality for you.

Wandering through the galaxy carving a living as a techno-scavenger, you discover the Koronis. Its treasures are for the taking. It's your destiny.

Koronis Rift is the latest action strategy game from Activision, following hot on the heels of *Rescue on Frigates* and *Ballblazer*. And thanks to Activision, C+VG has got 50 copies of the Commodore 64 game for you to win.

All you have to do is answer the following questions and then send the answers, together with the coupon printed below, to C+VG.

Koronis Rift is created by designers who work at Lucasfilm Games. And the man at the top is George Lucas, creator of the *Star Wars* film franchise. The questions are all about the films of George Lucas.

- 1) Name the two other films in the *Star Wars* trilogy _____
- 2) The evil Darth Vader was played by an actor who also plays the road safety hero, the Green Cross Man. What is his name? _____
- 3) George Lucas and a Hollywood director combined their talents to produce a hugely successful action adventure film starring Harrison Ford. What was the film called? _____

C+VG/ACTIVISION KORONIS RIFT COMPETITION

Name _____ Address _____

Send your answers to C+VG, Koronis Rift Competition, Priority Court, 30-32 Farrington Lane, London EC1R 3AL. The closing date is the 16th February and the editor's decision is final.

MIRRORSOFT

FLEET STREET

CITY OF LONDON EC4

Editor

Welcome to the world of personal publishing on your BBC Micro!

FLEET STREET EDITOR gives you everything you need to produce professional-looking printed materials – in one package!

The different stages in newspaper and other types of print production processes are represented by the six different 'departments' in the program. By following these stages through the program and comprehensive manual, you can blend text and graphics to produce printed materials for a wide range of applications.

Whatever information you want to communicate, **FLEET STREET EDITOR** will make your task easier and more enjoyable... and save you money!

That's right – **FLEET STREET EDITOR** not only provides you with a complete publishing package. As part of the package, you also receive valuable money-off coupons for Cumana disk drives and Touch-Pads and for Mannesmann-Tally dot-matrix printers.

Just £39.95 including VAT!

A QUICK TOUR ROUND THE DEPARTMENTS

Each Fleet Street Editor page is constructed as a series of panels, with up to 8 panels per A4 page. Here's where you construct those panels:



GRAPHICS LIBRARY

200K (about 400 pieces) of ready-to-use art – illustrations, symbols, and display typefaces which can be incorporated into your own work



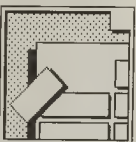
STUDIO

Where you modify existing art from the Library or your own collection, or create your own. All the graphics in the Library were created here.



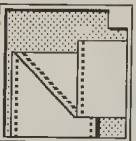
COPYDESK

Input your text here: using either the program's word processor or existing View or Wordwise files, and watch it wrap automatically round your graphics. Use different fonts, too.



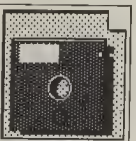
PAGE MAKE-UP

Define the format for your page and construct it from the catalogue of panels you've built up. Some panels are provided ready-made for you to experiment with.



PREVIEW AND PRINT

Preview a reduced representation of your completed page on screen, approve it, and send it to your printer using one of the built-in printer-drivers – you can write your own, too.



ADMINISTRATION

Set up the program to suit your system configuration, format disks, integrate graphics from most Mode 4 programs, and further manipulate Fleet Street Editor files.

FLEET STREET EDITOR

Issue No. 1

January 1986

GIVES YOU WORDS ... AND PICTURES

In any way you wish - together

or separately ...



If you find yourself in the desert of noisest... Fleet Street Editor is the personal publishing package you must have.



You can use text in many ways regular bold, italic and of course with fancy

All this, and more, can be done in this one package with nothing more to buy!

Headlines & Titles in your text

Mirrorsoft



THE FIRST EDITION

Publication: January 23rd 1986

The minimum equipment you need to become a FLEET STREET EDITOR is:

- * BBC Model B with disk interface
- * 40 track single-sided disk drive
- * Dot matrix printer capable of 640 dot bit image mode and true descenders
- * Monochrome monitor or TV

You can configure the program to any type of drive combination via the Administration department.

FLEET STREET EDITOR is supplied on two disks - one containing the program and one containing the graphics library. These are formulated in different ways for different drive configurations, so take care when ordering or buying FLEET STREET EDITOR that it matches your current system. Upgrades are available.

The registration card supplied in the back of the manual, when completed and returned to us, will ensure you receive details of new software designed to enhance your FLEET STREET EDITOR.

Complete the coupon and return it to us for a detailed brochure or to place a firm order. FLEET STREET EDITOR should also be available from good software stockists everywhere.

ORDERS

I would like to order FLEET STREET EDITOR. Please tick ☐

My disk system is as follows:

I enclose my cheque No. _____ for £39.95 OR

Please debit my Access/Visa account no.

Signature _____

Please allow 21 days for delivery

INFORMATION

Please send your detailed brochure on FLEET STREET EDITOR Please tick ☐

Name _____

Address _____

Post code _____

MIRRORSOFT LTD, FREEPOST BS4382, Paulton, Bristol BS18 5BR

MIRRORSOFT LTD FREEPOST BS4382, Paulton, Bristol BS18 5BR (no stamp needed)

THE Mirror

FORWARD WITH BRITAIN

COMPETITION

Ever fancied being an editor of your very own magazine? Perhaps you already are. Judging by the numbers of fanzines we receive at the C+VG IDEAS CORP penthouse offices there are quite a few budding editors and designers out there in the real world.

Now we're giving you the chance to win national recognition thanks to Microsoft.

If you produce a computer related magazine at your school, or at your local computer club, or even if you just produce your own fanzine along with a few friends, you should enter the C+VG Fanzine of the Year competition.

Winners will get a really neat bit of software from Microsoft, a neat bit of hardware from Kumans plus a trip around the Daily Mirror HQ in London.*

The software is Fleet Street Editor, a terrific package which enables you to write, layout and print your own magazine all with just the aid of a trusty BBC.

Fleet Street Editor is a mixture of a word processor, graphics package and design utility, all wrapped into one. And it's just what every budding magazine editor needs to produce a high quality product.

The package includes all the major "departments" that any magazine or newspaper needs to operate — the graphics library, the copy desk, the design studio, page make up and, of course, printing.

Using Fleet Street Editor couldn't be easier and you can produce a really professional looking magazine or newsletter. And a Fleet Street Editor package could be yours if you enter our great competition.

There are three categories. You can enter a school magazine, your club or user group magazine — or if you're an individual who produces an independent magazine you can enter that too.

All you have to do is send us an issue or issues of your magazine before the closing date of the competition —



Drunks in drag hijack a bus

which is April 18th 1986.

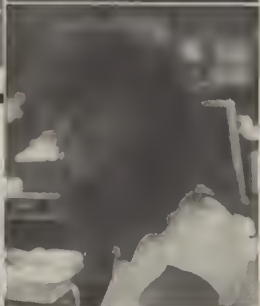
We'll give you updates on the progress of the contest from time to time before we announce the winners later in the New Year.

So if you want to be the proud holder of the C+VG Fanzine of the Year title get cracking on your next issue today. If you've never had a go at producing your own mag — then why not start now?

Your entries will be judged by the editor and designer of C+VG, and representatives of Microsoft and the Daily Mirror newspaper. Don't forget to fix the coupon to your entry!

*Subject to availability

WORLD EXCLUSIVE



VICAR EATS TART

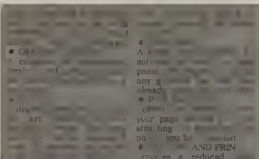
Father Desmond O'Hearily — age 56 — of Nether Wallap was admitted to casualty last evening after surviving a horrifying ordeal at the village fête.

The incident occurred after the judging of the "Christmas Edibles" entries. Father O'Hearily awarded first prize to Edith Crunch and proceed to consume the entire 12inch diameter pie. "I didn't think anyone would mind," the stunned vicar was

heard to groan as he was wheeled away from the furious crowd.

Mrs Crunch, a widow of 73, said the pie was unique and she was heartbroken by the "butcherous act". Edith is still fuming and has been seen working out in the primary school gym.

Father O'Hearily has taken to carrying a can of MACE under his vestment, and says he won't go out after dark fearing the consequences.



C+VGMIRRORSOFT FLEET STREET EDITOR COMPETITION


Name.....

Address

Age.....

Title of magazine

Category (tick box) SCHOOL ☐ CLUB/USER GROUP ☐ INDEPENDENT ☐



V The T.V.
science fiction
series invades your
home computer.

Earth is visited by
seemingly human
aliens..
These reptiles soon
reveal their ultimate aim
however...to take over
Earth and enslave its
population..

SPECTRUM 48K
£7.95
SPECTRUM 48K

ocean

Ocean Software is available from selected branches of
WHSMITH **Woolworths**
LASKYS Rumbelows Greene
Spectrum Shops and all good software dealers.
Trade enquiries welcome.

V Your
mission as
resistance leader
Michael Donovan is
to seek and destroy
their Mother Ship
using all the skills
and weaponry at
your command.

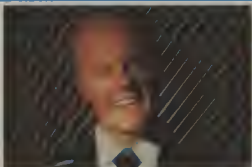
All-action, multi-level
Arcade game for your
Spectrum & Commodore.

COMMODORE 64
£8.95
AMSTRAD

ocean

Ocean Software Limited,
6 Central Street, Manchester M2 5NS
Telephone: 061 832 6633 Telex: 647977 Ocean G

PERILS OF PLASTIC MAX



Question: Who once won first place in a Bonny Micro Chip contest before becoming a huge TV cult? Max Headroom, that's who. Now he's about to take on the computer world with his own game. C+VG's Paul Boughton investigates.



Max Headroom, the man with the vinyl complexion, a smile as dazzling as a searchlight and a cute stutler to humanise his computer-generated plastic perfection, is back.

Yes, the cult hero from twenty minutes into the future will be on Channel 4 within the next few weeks presenting a new series of pop videos linked by his machine-gun chatter, catty jokes, wit and wisdom.

And not only that. The man who is proud to be a CAD — computer-aided design, that is — is the hero of a new computer game from Quicksilver due for release any day now. And if successful it could be the first of a series of games based on Max.

The game is loosely based on the film which launched Max on an unsuspecting nation last April.

The setting of both the game and film is a world where the only growth industry is television and ratings are the only things that matter.

Network 23, run by a man named Gressman, is the top rated station, thanks to the brilliant but evil invention of Blywerts, compressed TV commercials which happen so fast they are

over and lodged in the viewer's mind before they realise what has happened.

The Blywerts have a nasty side-effect for the viewer — they make the body self-destruct.

Investigative reporter Edison Carter, who works for Network 23, takes on his own bosses in an effort to expose this scandal. But an unfortunate "accident" happens to Carter. Bryce Lynch, who created the Blywerts, takes Carter's brain patterns and with the aid of a computer creates Max Headroom.

A pirate TV station, Bigtime Television, running endless 1980s pop videos, is badly in need of a ratings boost. And when Max Headroom is brought to them by Broughal and Mabley, a couple of hoaxes, they realise his potential as a TV star.

With Max Headroom fronting the videos, Bigtime's ratings soar much to the anger of Network 23. Everybody's out to get Max. And he's not happy about it . . .

Quicksilver's game — which will be available on the Spectrum Commodore 64 and Amstrad — differs from the film by making Edison Carter and Max different people.

Edison Carter is attempting to rescue Max Headroom from the Network TV building at night.

The Max personality generator is situated on the 210th floor of the building in the computer lab. In order to reach that floor, Edison has to have an access code for the lift. Only the president of the network and the computer geniuses that created Max have that and neither are going to help.

There are also security guards to contend with and two assassins who are hunting Edison.

The player takes the role of the Maxhunter, a computer program written by Carter's girl

friend, and "injected" into the computers which control Network 23's offices.

Maxhunter must take control of various systems in the building at different times and give Edison directions to get to the directors' offices which lie on the top ten floors and eventually the president's suite at the very top.

To win the game you must get to the top level, find the various codes, access the computer lab and free Max. Max must then be taken to the ground floor and out of the building before six o'clock in the morning when the staff return. The team gives the task of

bringing Max to the computer is Manchester-based Binary Designs.

Andy Eiche, Binary's managing director, says: "The majority of the game will be played on the top ten executive floors. There are various games at various levels. Because you're not the only computer in the building, you have to fight for control of the lifts and doors."

The game, he says, will be arcade adventure and strategy. Quick reactions are also important in several parts of the game play.

As a bonus for completing the game, you get to see Max and hear him speak.

Says Andy: "We would like

the original scriptwriters to write memo jokes, we'll digitise and put it on the cassette — although it's difficult to get something that's produced on a machine that's worth millions on one that's worth a hundred pounds."

And a final word from Max himself, "A lot of people see me as something very special and I'm humble enough to accept other people's opinions — they're right. I was brought onto the networks to give them a little more pizazz, fizz, razzamatazz, and other words with lots of Zs in them. It's hard to be perfect but I try."

As Max mania spreads, a whole series of spin-offs from the series is about to appear.

And so you don't miss out on all the fun C+VG and Quicksilver have grabbed a few of the goodies as prizes in our great Max Headroom competition.

The first 25 winners will receive a video of the film which launched Max last year and was re-screened at Christmas.

The next 25 lucky winners will get copies of a new book, Max Headroom's Guide to Life.

And to stand a chance of winning just answer the simple questions below and send the answers together with the coupon printed below to Max



Headroom Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AL. The closing date is 16th February and the editor's decision is final.

1) On what floor of Network TV's building is the Max Headroom personality generator kept?

2) What is the Maxhunter?

3) Name the creator of the Blipters?

Max Headroom's sense of humour is well known if you've watched the TV series. Write what you think would be a great joke for Max to tell

C+VG/QUICKSILVER MAX HEADROOM COMPETITION

Name _____
Address _____

Tick your video type:

VHS ☐ BETA ☐

SET TO STUN...
READY TO RUN



SUPER SILVER
RANGE

MAIL ORDER

Please state name of game, code number and quantity required. Enclose credit check. VPO made payable to GNEIRD SOFTWARE. All offers are subject to availability. Orders are despatched promptly. All prices inclusive of VAT and postage.

MAIL ORDER: "PREPOST PIREBIRD, WELLINGTON HOUSE,
10 PER ST. MARTIN'S LANE, LONDON WC2H 8ER.

Notes:

PREPARED SOFTWARE, WELLINGTON HOUSE,
UPPER ST MARTIN'S LANE, LONDON WC2H 9DL TEL: 01-579 9155/5156

Registered and the Firebird logo are trademarks of British Telecom. Communications plc



SE WALK
\$28.95
WALK
SE WALK

IDEAS CENTRAL



TIR NA NOG

To make Cuchulainn invisible go to Ian Liath and get the objects behind the locked doors and cabinet. Then go to the stone tablet and drop the objects.

The stone tablet will read W N E N E 7 Follow these directions and drop the spode. You will receive holl a torc the other hall being in the ice cave. When you put them together you will become Invisible. Thanks to Andrew Watts of Nairthampton.

SKYFOX

A regular to these pages is Kenneth Henry and this time it is with hints on *Skyfox*. Always pay attention to your scanner. One good tip is too thrust into a clear sector using the afterburners and call up the computer's tactical map. When on the ground and the tanks are just blue/black specks on the horizon, destroy them with your cannons before the cause any serious shield damage.

When an tanks don't bother using missiles, save them for the planes.

Be ready to expect tanks as planes when using autopilot as you usually fly straight past

them when autopilot disengages. Tanks mostly appear in groups of five and planes mostly in groups of four or six.

Make full use of the computer. Use the tactical maps above and zoom in on sectors to see what actually is there.

If you are going to try any of the invasions, one general tip is to stock up on missiles before taking the planes and motherships.

Stock up on fuel shields and missiles before flying through the cloud layer to light planes or motherships.

BARRY MCGUIGAN

One more for the sport fanatics

Barry McGuigan's Boxing from Bradford Baxter of Croydon, who tells us how to reach Rank 13.

Cannonball Corby. Punch him in the face and stomach. Try and get him into his corner and you should be able to knock him out in the 1st round.

Pedro Ramirez. Pedro is very easy to beat. Just keep hitting him till he falls.

John Kid Cutter. Have two furious rounds with John and then let your guard down and

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the men who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 3D-32 Farrington Lane, London EC1R 3AU.

POKES

let him punch you. This zaps his endurance and nial yours. **Boom Boom Barnet.** Try and knock his endurance down to about 20 and then move the joystick left. This should keep his guard down. You should be ready to hit him.

Flashy Fenwick. Very easy. Same as Pedro. That's as far as Bradford has got. Anyone know how to beat the next two.

Help

Who can help Richard Mills of Kent who bought *Monity* on the Rur nearly two months ago and has been stuck in the sewers? for the last month?

Nick Rush has rushed (sorry about that, Nick but Oats couldn't resist the pun — Melissa) these latest hints over to the office for the Spectrum game *Gyroscope*.

The first two levels are a fairly easy but when you reach screen 1, level 3, things might start getting a little difficult. You will encounter a narrow ledge with two magnets on it. You must travel quickly through these magnets, but be sure to slow down after that, otherwise you will travel to fast down the slope and will skid across the glass and over the edge.

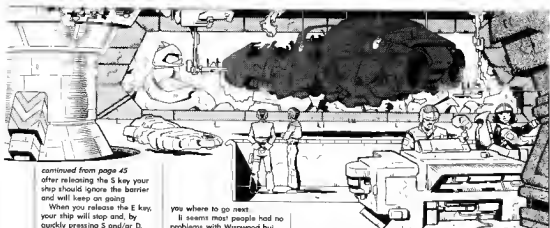
If you get this far on your

first gyroscope, you can normally zoom straight onto the square. If not, wait for the second alien to go into the lurthest right corner and then move quickly. You will now be on the fourth level. Not too many difficulties here. The first screen at level five is the same as the cover of the box. Travel slowly and think before you move!

ONE FOR THE TEXAS!!!

Yes Texas lovers, your computer has finally made it onto these pages. Pick yourselves up off the floor and read on to find out some tips on *Parsec*, sent in by Roger Marden of Leicestershire.

After you have inserted the cartridge and got the title screen, press any key to begin play. At the bottom of the screen the Press fire to Begin message comes up. Do not press! Instead, go to the top of the screen as far as possible by pressing the E key, then get your ship moving as slowly as possible backwards, let go of the S key and you should still keep on going. Normally your ship would come to a halt but if you hold down the E key



©1985 JERRY PAPER

continued from page 45

after releasing the S key your ship should ignore the barrier and will keep on going.

When you release the E key, your ship will stop and, by quickly pressing S and/or D, you can put yourself in such a position that half your ship is on the left hand side and the fuel coming out the back is on the right. Press fire to begin. The advantages of doing this are apparent when you are on the asteroid belt or when lighting sweepers or LTAs, you can use the fuel coming out of the back as a marker to line up your shots.

When fighting the killer satellites keep moving and firing all the time because the missiles they fire do not disintegrate before reaching you. On the asteroid belt always stay in lift three unless you want to 'play safe' on the first two screens by staying near the top and using lift two. On the last screen when you are fighting the dragons, go up in lift two firing all the time this should destroy them all.

DRAGONTORC OF AVALON

Over the last couple of weeks we have been hearing pleas for help with this game so we shall quickly go over a few points to see if they will make the playing any easier.

You start off in Wispmood will spells Bone, Servant and Move. To select a spell use up or down to wind the scroll. When the arrow indicates the spell you need press Fire once to select it and twice to activate it.

Use the Servant Spell to collect the Seal of Merlin which you will need later on. Explore the wood to collect the Missile spell, the sickle, the herb and other items. Find the stone slab lying in the forest and use the Seal to get under it and into the Lost Vaults of Locris. Attack the Skeletons in the vaults with Missile — collecting further spell you go. After completing Wispmood and the Vaults, Merlin will tell

you where to go next.

It seems most people had no problems with Wispmood but the Vaults were another matter, so, let's go into them in more detail. Once inside, go to the top of the room and reach the top of the Servant spell to obtain the rune. Go on to the fireball room where you have to touch the stool with the Servant spell to change it into a chest. Go out by the right back door, dodge the skeleton and go through the rear door, grab the spell, dodge the skeleton and leave by the rear door. As the skeleton follow you through the door use the Missile. Take the choice Go left and then through the front right to the pool room. Kill the skeleton and dip the choice in the pool. Go back to the fireball room and go out at the right back door and then right again to arrive in the pedestal fountain room. Empty the choice into the fountain to obtain the Heal spell and sit on the fountain to boost your energy. Proceed to the room with the chests. Open the first with the Servant spell and take the key which you then use to open the third chest. Take the key and open the second chest, to reveal another key and the leyrod spell, take both of these. A word of warning here — make sure that you avoid all spiders.

Take this key to the fireball room and use it to open the chest. Take the rune — the fireball changes to a half moon, so take this as well. Proceed to the room with E rune fixed to floor. Leave all the items you have collected, here.

Search both dead skeletons. One holds the lost rune and the other the Missile spell and evil Eyes. Use the Bone spell to kill the Evil Eyes. Go back to the room adjacent to the entry room and touch the flying spell with Servant, otherwise it will kill you. Return to E room and lay the three runes on E in the order XIT. A leyrod will appear. Collect all other items

and step on to the cube to transport to the stone circle in Wispmood. Strike the stones with the leyrod to reveal the Leycubes. Pick up Marilyn's Seal and step on to the yellow cube.

QUICKIES

Here we start a new section in which readers write in with Quick Hints and Tips to make your favourite games easier to play.

First up is Adam Brake of Dorset with some hints on **Super Pipeline II**. Keep one workman with you and leave the other running around, this man will take out the odd creature. On every screen, there is a place to stay and just shot and so be out of danger. Sometimes it is better to sacrifice a workman than to shoot the creature, but, only if you have two workmen together.

When one of the workmen is mending the pipe, stay by him as the enemies try to kill him before he is finished. If you start to run out of water and your score starts to rapidly decrease, sacrifice your life as you can lose all your points in a short time.

From E. Nieland of Holland here are some passwords for **Hacker**, and **System 1300** on the CBM 64.

First of all, **Hacker**. The log on code is **Australia** for Security checks one: Level 1 Maagma Ltd. Project. Level 2 AXD-031-6479. Level 3 Hydraulic. Level 4 Australia.

On **System 1300** you will find the following telephone numbers useful.

6723422, 4955429
7464460, 2297629,
3634017, 9307269,
3461408, 7229292,
9527001, 3634017.
8004300 with Password Arcles
01012129765858 with Password
Pip527

Bryan Morrison of Kirkcaldy has been playing all his C64 games to come up with the following cheat codes. **Thing** on **A Spring**: When the title screen is one hold down T.H.I.N.G. back arrow and Int/Del if the borde goes gray you have unlimited oil.

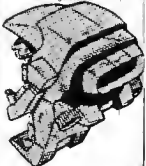
Frak! When you get a high score, instead of typing in your name put the shift lock on and type American Express — with a space between the words. The border should now have gone white. Take all the shift lock, press Return and start the game. You should now be able to walk any place on the screen. But NEVER go up any ropes. If you do you will not be able to move left or right.

Miner 2049er: To advance a level, just keep your finger on the fire button for about 10-15 seconds.

Que Vadit! The following set of pokes will ONLY work if you have a Reset switch. When the game has loaded press the reset switch and enter these scores: Poke 24709 234 Poke 24710 234. Then type 575 3488 to start the game.

Your knight will not die when his energy reaches zero but love pits will kill him.

Spy Hunter: When the weapons van drops you off at the side of the road slowly edge your way to the right of the screen until you can driving along the black strips at the side. You are virtually indestructible and can make some rather large scores.



casade CASSETTE

PLUS

SPECIAL FREE WATCH OFFER...

50 COMPUTER GAMES ON ONE CASSETTE

YOURS FOR £9.95

Including FREE Watch and Postage

AMSTRAD CPC 664

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

- | | | | |
|----------------|------------------|----------------|----------------------|
| 1. Maze Game | 11. The Frog Fly | 21. Shooting | 31. Shooting Tactics |
| 2. Snake Game | 12. The Frog Fly | 22. Snake Game | 32. Snake Game |
| 3. Snake Game | 13. The Frog Fly | 23. Snake Game | 33. Snake Game |
| 4. Snake Game | 14. The Frog Fly | 24. Snake Game | 34. Snake Game |
| 5. Snake Game | 15. The Frog Fly | 25. Snake Game | 35. Snake Game |
| 6. Snake Game | 16. The Frog Fly | 26. Snake Game | 36. Snake Game |
| 7. Snake Game | 17. The Frog Fly | 27. Snake Game | 37. Snake Game |
| 8. Snake Game | 18. The Frog Fly | 28. Snake Game | 38. Snake Game |
| 9. Snake Game | 19. The Frog Fly | 29. Snake Game | 39. Snake Game |
| 10. Snake Game | 20. The Frog Fly | 30. Snake Game | 40. Snake Game |

ZX 81

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

BBC A/B

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

ATARI

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

FREE 20 KEY, MULTIFUNCTION CALCULATOR WATCH

with every order for a Cassette 50

- Normal 12 and 24 hour time mode
- Calendar mode
- Calculator mode
- Alarm mode

WORTH OVER £10



SPECTRUM 128/48k or +

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

COMMODORE 64

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

ELECTRON

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

ORIC ATMOS

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

VIC 20

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

ORIC 1

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

DRAGON 32

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

APPLE

Send the money and you'll have 50 games and 50 MMTS the best only the most brilliant games ever. MMTS is a sophisticated version of Braille with many colorful pictures and letters to play. 50 games on 10 cassettes include many games, some games which are logical, action, and educational (as in a 1/2) and some which are action strategy games.

FREE calculator watch with every Cassette 50

EXPRESS DELIVERY-ORDER NOW! ONLY £9.95

Name _____
Address _____
Post Code _____
Country _____ CVG 1/65

Postage Free in UK Add £1.00 for overseas orders
Free watch and tape will be despatched within 14 days
I enclose a cheque / postal order for £ _____ made payable to
_____ Cascade Games Ltd
as through my Post Office by TRO NSCASH (Giro No. 855 8655)
from my bank order which charging to Account Bankcard and
Thankcard Visa use our 24 hour service (0423 504663)

NAME _____ NO. _____
COMMODORE 64 ☐ ATARI ☐ ORIC 1 ☐ BBC A/B ☐
SPECTRUM ☐ VIC 20 ☐ ZX 81 ☐ APPLE ☐
AMSTRAD ☐ ATMOS ☐ DRAGON ☐ ELECTRON ☐
Cascade Games Ltd, 13 Heywye Crescent,
Hestongate North Yorkshire HG1 5BG, England
Telephone (0423) 504663 Registered Number 175554

PSI WARRIOR

AT A MEETING OF THE PSI SECURITY COUNCIL, DR. BELLOWS, WHILE UNVEILING HIS PLANS FOR THE DESTRUCTION OF THE PSI CREATURES, BECOMES THE TARGET FOR A PUPAE ASSASSIN'S BULLET!



THE NO.1 HIT



**NOW
AVAILABLE
FOR
SPECTRUM 48K
AND
AMSTRAD
CPC 464**

**THE ACTION-PACKED
COMBAT
SIMULATION**



AMSTRAD 464/801

ENEMY PLANE'S ATTACK ►
SUDDENLY WITH DEADLY FORCE

► OUT OF YOUR COCKPIT WINDOW
AS YOU SWEEP DOWN TO TAKE
OUT SOME TANKS

Spectrum Screen



'SKYFOX' is the most realistic awe-inspiring combat simulation you've ever seen on your computer. 'SKYFOX' special features include -

- **AIR TO AIR & AIR TO GROUND COMBAT**
- **3D SCROLLING FLIGHT SIMULATION**
- **15 SCENARIOS** (from training mission to massive invasion)
- **5 SKILL LEVELS** (from cadet to ace of the base)
- **AUTO PILOT FEATURE FOR LAUNCH & ENEMY SEARCHES**
- **ON BOARD & BASE TACTICAL-COMBAT COMPUTERS**
- **CONTINUOUS LASER CANNONS**
- **HEAT-SEEKING & GUIDED MISSILES**
- **JOYSTICK & KEYBOARD CONTROLS**

• GET SKYFOX NOW •

Available from all good software retailers - if it's not there, please order it - or in case of difficulty send your crossed cheque/P.O. made out to **Ariolasoft U.K. Ltd.**, including your own name and address, to Ariolasoft U.K. Ltd., Suite 105/106, Asphalte House, Palace Street, London SW1E 5HS.

► **SKYFOX** - Spectrum Cassette **£8.95** ► **KYFOX** - Amstrad Cassette **£9.95**

UK orders only. Prices include P&H. Please allow 28 days for delivery.

ariola 
HIGH PERFORMANCE PROGRAMS

★ ARCADE



● BUGGY BOY

If you're a cautious driver, steer clear of *Buggy Boy*. But if you've got nerves of steel, climb in, fasten your seat belt and prepare for the ride of your life.

With the gear set at low, foot on the accelerator and sweaty hands gripping the steering wheel, I waited for the sign to GO. Accelerator hard down, into top gear and I careened round the track. Careful driving doesn't enter into this race against time — it's a suicide run at best you'll end up in the drink, at worst you can only crash. Console yourself with the fact that the buggy is very resilient and will take a lot of knocks, unlike the fragile, highly bred Formula One creatures in *Pole Position*.

The aim is to drive your buggy round an obstacle strewn course, beating the set time limit before moving into the next stage. The theme is the same as most other racing games, but *Buggy Boy* is slightly different. It's amusing for starters — split-second decisions and a steady hand still count for a lot, but how can you take it seriously when you have to leap boulders and gates and run over coloured marker flags?

The track resembles a death trap. At some points there are so many hazards it is difficult to find a clear way through,

but that's where the fun lies. To get past many obstacles you have to be able to dodge quickly and jump when necessary, changing course in mid-flight.

The marker flags are very important and are colour coded. To earn extra points, run over them in the correct order, dictated by a grid at the top of the screen. There are numerous flags of each colour so it is not a difficult task. You must also steer through gates and will pick up extra points if you successfully negotiate those with numbers on them.

To jump some obstacles use small scattered rocks to launch your car into the air by just hitting them. If you perfect your technique, you should be able to fill the buggy and steer a narrow path on two wheels. Watch out for tunnels and bridges, especially on the second lap. You may find a rival buggy making for these at the same time, as they are only wide enough for one.

The manufacturer, Taitami, obviously believes in the maxim the bigger, the better as *Buggy Boy* is a Galloth amongst arcade machines — larger than *TX-1* with three screens giving a massive panoramic view of your thrilling ride. Three screens are not really necessary, but the sit-down cabinet certainly beats an upright and makes you feel you're getting your money's worth.

● METAL CLASH

A double-jointed, lugging, punching robot is the theme of Data East's *Metal Clash*.

Imagine the scene. A space station in the background, floating over it is this weird, mad, hilarious battle between a load of *Metal Maykays*.

In fact your robot — the green one — must bear a pretty healthy grudge against the silver robots. Perhaps its rather sickly hue. Anyway, whether he's fighting to protect his planet or merely enjoys kicking the hell out of the others, he's having a whale of a time.

Clunk! *Metal* connects with metal and the screen is filled with fragments and sections of robot as it disintegrates. The joystick control is very easy, you can punch or kick it in a variety of directions depending on which way you're travelling but you must make contact with your opponent — whether it's a small floating droid or another robot as large as yourself.

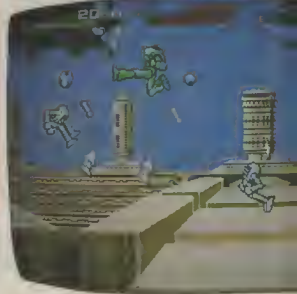
Some of the larger species of these inhuman creatures will need several blows before they explode — that can be difficult as they'd dodge around the screen. You not only have to direct your punches but you must choose your victims over



the space station. That means keeping your chaps above ground as long as possible.

The better you do, the faster they appear until the screen looks a bit like a metal scrap merchant's yard. Watch your back; you might be fighting one battle but passers by are not averse to elms the odd kick in your direction, and if you reverse too many of those will literally fall to pieces. Talk about a nervous breakdown.

The two player game is more fun — a lime green robot against a rosebud pink one. It's quite a challenge. The first person to kick his



DE ACTION



opponent to bits is the winner, but it is no easy task and somehow more difficult when playing against a human rather than the computer. Perhaps that's because your opponent is less predictable.

Metal Clash is a welcome change from the present craze of martial art simulations. Granted it's still hard to foot combat, but you can't really take it seriously when you see yourself dissolving into hundreds of little pieces. It's amusing and provides a light-hearted break from the rigours of more serious space battles.



● TANK

It's a welcome change to descend from space and with your tank tracks planted firmly on terra firma, blast anything that moves in one of the old style arcade games. Although SNK's *Tank* is very much in the conventional mode it is nevertheless an action packed game.

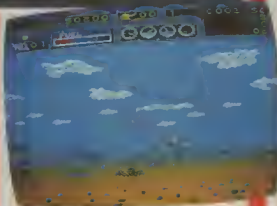
Starting point is from the deck of an amphibious landing craft which leads straight onto land and into enemy territory. The war is on. Your mission is to destroy the enemy HQ which is, predictably, at the end of a long, hard trek through lakes, woods and around numerous obstacles. The route is tortuous — winding round buildings, over bridges, through town and jungles and at almost every junction there lurks a posse of enemy tanks.

With guns blazing you disembark to be met by a squad of foot soldiers.

There is not much time to make strategic plans as the enemy take are semi-intelligent, and converge upon you if you hang around for too long. However, if you hide behind the building you can pop out, fling a few bombs in their direction, while remaining safely out of harm's way.

If you suffer too many hits and don't repair the damage your sturdy tank starts to glow red a few seconds before it explodes.

The joystick is an eight directional knob which controls both the direction you are travelling and the direction of the gun turret which swings in a 360 degree circle. I particularly like *Tank* because of its very simplicity. It's a challenge, but most importantly, it's one of those few games which is instantly playable.



● CHOPLIFTER

You'd better get that trigger finger into training if you are to join an elite band of pilots on a suicidal rescue bid.

You trail — to fly into enemy territory and pick up 32 hostages. And if that sounds simple well for the snog. Your chopper can carry only eight passengers. On top of that, there is the constant worry of running out of fuel — if that should happen, you're likely to topple out of the sky.

Starting point is at the heli-pad. As soon as the blades are whirling you can take off. It's a good idea to make sure of the controls first — I forgot myself in the excitement of seeing the chopper rise straight into the air and immediately crashed.

The controls are very simple and the chopper responds instantly to your instructions. Fly off to the left and you will immediately enter the war zone. Enemy cannons do their utmost to bring you down as you search for the first batch of hostages. In the earlier stages it is easy to bomb the ground and put those out of action before their shots reach you flying space. Later on when there are more of them packed closer together, it becomes a bit of a headache. Enemy aircraft also do their bit and the same rule applies in the early stages. It is easy to dodge them or bring them

down in flames if you are an accurate machine gun operator and fast on the joystick.

The first prison block looks like a Red Cross outpost — very disconcerting. Knock a hole in the side for the hostages to escape and they will literally stream out waving their arms in simulated panic. Watch the enemy at this point if the hostages are strafed by gun fire you can hear them screaming — in agony? I wasn't impressed by that touch — it's a bit too realistic for fun.

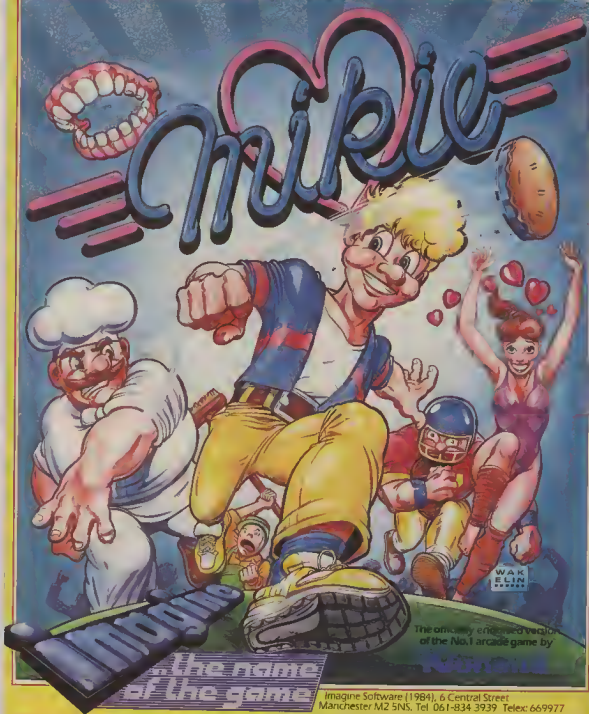
The next step is to land close by at which point they will automatically run to the chopper and climb in. Now the journey back to the heli pad which is every bit as hazardous as the outward trip.

As I mentioned earlier, the controls are reliable and so is the animation, especially when the chopper turns 180 degrees to fly in the opposite direction. As it turns you are given a head-on view and it is then that you can use your bombs. Those are most useful. It is possible to hover for greater accuracy. Of course if you hang around too long you are likely to be blown up — a risky manoeuvre.

Further screens include rescuing people from caves and burning warships.

Sega's *Choplifter* is packed with action and is accompanied by a pacy, rousing jingle. Definitely a must, but not for the faint hearted.

SPECTRUM • C64 • AMSTRAD



The officially endorsed version
of the No. 1 arcade game by

Imagine Software (1984), 6 Central Street
Manchester M2 5NS, Tel 061-834 3939 Telex: 669977

SPECTRUM 48K

7.95

SPECTRUM 48K

Mikie plays a knockout frantic farce in the classroom, locker room
and the high school cafeteria. Hip-zap, door attack, throw balls and
pies...but can you make him hand his love letter to his girl-friend?

MIKIE — He's the hottest cookie in school!

8.95

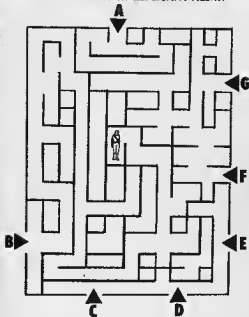
AMSTRAD

Imagine Software is available from selected branches of: WHSMITH WOOLWORTH LASKYS Rumbelows Greens. Spectrum Shops and all good dealers.

BLADE RUNNER



REPLICANT ALERT! REPLICANT ALERT!



If you can track down and destroy the mutant marauder then you're in with a chance to win great prizes in the C+VG *Bladerunner/Tau Ceti* competition.

CRI are giving away a 14inch Phillips colour TV/monitor as top prize and copies of the game to the 20 runners up of *Bladerunner* and 20 copies of *Tau Ceti*.

All you have to do is find the way through our maze to find the replicant and terminate him — just as you have to in CRI's game, which is based on the Harrison Ford film.

The runners up will have a choice of the *Bladerunner* game which is out on the CBM 64 or *Tau Ceti* on the Spectrum, a complex game combining elements of *Elite*, *Impossible Mission* and *3D Tank Duel*. Right, getting tracking.

C+VG BLADERUNNER COMPETITION

NAME

ADDRESS

ROUTE

Please tick which game you would like.

Bladerunner CBM 64 ☐ *Tau Ceti* Spectrum ☐

Send your entry to *Bladerunner/Tau Ceti* Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



E MICRO



fairly well," said David, "but at that time it was a very limited market."

In late 1983 David won a Spectrum 48K. "I was able to upgrade the tricks, incorporate colour and high-resolution graphics."

It was about this time that David took a gamble and started using the computer on stage. "I wanted something different, something novel. I knew there was an interest in computer magic so I decided to incorporate it into the act."

Because David did all the programming himself, he was nicknamed "The Micro Wizard" by fellow members of the Magic Circle.

David is careful not to let the computer take over the act and

hold centre stage.

"I don't try and make the computer the main focal point. I'm still the magician. I use it as another prop. I still have the magical knowledge. Anybody can do the trick, but can they make it entertaining?"

"I want to see the use of computers grow within the magic fraternity," said David. "It's slowly getting there."

But right now magic seems to be growing in the computer fraternity. David's magical display has so far inspired an unknown member of C+VG's staff to try some micro magic. And if we ever find out who tried to saw a Spectrum in half and couldn't get it back together, they're fired!

TWENTY-ONE CARD TRICK

Amaze your friends with some marvellous micro magic.

Magician David Hambley has written this version of the twenty-one card trick for the Spectrum.

Once the trick is programmed in, everything is dead easy. All you have to do is perfect your stage patter.

Three rows of cards will be displayed on the screen, all face up with seven cards in each row.

Your "victim" then has to

choose one of the cards and memorise it without telling the magician. He then is asked to press key one, two or three to indicate which row the chosen card is in.

The computer then shuffles and re-deals the cards and the spectator is then asked to say which row his chosen card is now in. This repeated just once more whereupon the computer suddenly displays the card that was originally chosen.

Just like magic!

```

145 TO 201:W0100 TO 01:W0101 TO
021
240 NEXT B
210 GOTO 1 LET W0100=0 LET W0
100 FOR 21 LET W0100=YOUR CARD:1
5
290 GO SUB 240
200 LET 10:W0100 TO 111
210 PLOT 151,70:END OF DRAW 0,
411 DRAW 20:W0100 TO 111:W0100
-70:0
320 FOR W0100 TO 111:PRINT 1:W0
1:1:W0100:1:W0100:1:W0100:1:W0100
330 DRAW 20:W0100 TO 111:W0100
100:1:W0100:1:W0100:1:W0100:1:W0100
340 PRINT AT 2,10:PRINT 1:W0100
1:W0100:1:W0100:1:W0100:1:W0100
350 PRINT AT 20,10:PRINT W0100
W0100:1:W0100:1:W0100:1:W0100:1:W0100
360 GOTO 10
50 TO 10
370 LET W0100=0:W0100=0:W0100=0
380 LET W0100=0:W0100=0:W0100=0
390 PRINT AT 2,10:PRINT 1:W0100
1:W0100:1:W0100:1:W0100:1:W0100
400 PRINT AT 20,10:PRINT W0100
W0100:1:W0100:1:W0100:1:W0100:1:W0100
410 FOR 21 LET W0100=YOUR CARD:1
420 FOR 21 LET W0100=YOUR CARD:1
430 FOR 21 LET W0100=YOUR CARD:1
440 FOR 21 LET W0100=YOUR CARD:1
450 FOR 21 LET W0100=YOUR CARD:1
460 FOR 21 LET W0100=YOUR CARD:1
470 FOR 21 LET W0100=YOUR CARD:1
480 FOR 21 LET W0100=YOUR CARD:1
490 FOR 21 LET W0100=YOUR CARD:1
500 FOR 21 LET W0100=YOUR CARD:1
510 FOR 21 LET W0100=YOUR CARD:1
520 FOR 21 LET W0100=YOUR CARD:1
530 FOR 21 LET W0100=YOUR CARD:1
540 FOR 21 LET W0100=YOUR CARD:1
550 FOR 21 LET W0100=YOUR CARD:1
560 FOR 21 LET W0100=YOUR CARD:1
570 FOR 21 LET W0100=YOUR CARD:1
580 FOR 21 LET W0100=YOUR CARD:1
590 FOR 21 LET W0100=YOUR CARD:1
600 FOR 21 LET W0100=YOUR CARD:1
610 FOR 21 LET W0100=YOUR CARD:1
620 FOR 21 LET W0100=YOUR CARD:1
630 FOR 21 LET W0100=YOUR CARD:1
640 FOR 21 LET W0100=YOUR CARD:1
650 FOR 21 LET W0100=YOUR CARD:1
660 FOR 21 LET W0100=YOUR CARD:1
670 FOR 21 LET W0100=YOUR CARD:1
680 FOR 21 LET W0100=YOUR CARD:1
690 FOR 21 LET W0100=YOUR CARD:1
700 FOR 21 LET W0100=YOUR CARD:1
710 FOR 21 LET W0100=YOUR CARD:1
720 FOR 21 LET W0100=YOUR CARD:1
730 FOR 21 LET W0100=YOUR CARD:1
740 FOR 21 LET W0100=YOUR CARD:1
750 FOR 21 LET W0100=YOUR CARD:1
760 FOR 21 LET W0100=YOUR CARD:1
770 FOR 21 LET W0100=YOUR CARD:1
780 FOR 21 LET W0100=YOUR CARD:1
790 FOR 21 LET W0100=YOUR CARD:1
800 FOR 21 LET W0100=YOUR CARD:1
810 FOR 21 LET W0100=YOUR CARD:1
820 FOR 21 LET W0100=YOUR CARD:1
830 FOR 21 LET W0100=YOUR CARD:1
840 FOR 21 LET W0100=YOUR CARD:1
850 FOR 21 LET W0100=YOUR CARD:1
860 FOR 21 LET W0100=YOUR CARD:1
870 FOR 21 LET W0100=YOUR CARD:1
880 FOR 21 LET W0100=YOUR CARD:1
890 FOR 21 LET W0100=YOUR CARD:1
900 FOR 21 LET W0100=YOUR CARD:1
910 FOR 21 LET W0100=YOUR CARD:1
920 FOR 21 LET W0100=YOUR CARD:1
930 FOR 21 LET W0100=YOUR CARD:1
940 FOR 21 LET W0100=YOUR CARD:1
950 FOR 21 LET W0100=YOUR CARD:1
960 FOR 21 LET W0100=YOUR CARD:1
970 FOR 21 LET W0100=YOUR CARD:1
980 FOR 21 LET W0100=YOUR CARD:1
990 FOR 21 LET W0100=YOUR CARD:1
1000 FOR 21 LET W0100=YOUR CARD:1

```

JTR SOFTWARE SERVICE

[illegible]

LORD TOFF



His *Knee Drops* can really put a guy's nose out of joint.

ROCK'N WRESTLE



Please state name, address, bill, and micro clearly with order.
Postage included UK. Overseas add £1 per order.
Send me a for software list. Cheques/POs payable to:

J.J.B. SOFTWARE SERVICE
14 Loreine Crescent, Durlington,
Co. Durham DL1 6TF
TEL (0325) 285102

SHEKHANA COMPUTER SERVICES

[illegible]

ALL PRICES INCLUDE P&P IN U.K. EUROPE ADD £1.00 PER TAPE ELSEWHERE AT COST
CHEQUES/POs PAYABLE TO S.C.S. DWPT. CVD 4, PO BOX 334 LONDON N15 6AJ. TEL 01 800 3196. SEE FOR LIST
PLEASE STATE MACHINE IN YOUR ORDER. PLEASE RING FOR AVAILABILITY. BARCLAYCARD AND ACCESS HOTLINE RING 01-631 4827 ONL
GOODS DESPATCHED SAME DAY - SUBJECT TO AVAILABILITY. COME AND SEE THE LATEST GAMES ON VIDEO FROM BULLETIN 1990

*****ON*****
IF YOU WOULD LIKE TO PICK UP YOUR DISCOUNT SOFTWARE FROM OUR SHOP, PLEASE BRING YOUR COPY OF THIS ADVERT TO "COMPUCENTRE, UNIT 5
221 TOTTENHAM COURT ROAD, LONDON W11 1NFAR GODDSE ST STATION. OPEN 6 DAYS A WEEK 9:00AM-11:00PM

GLADIATOR

IT'S NOT MUCH FUN
BEING A SLAVE...



...SO I TRAINED LIKE MAD
TO BE A GLADIATOR



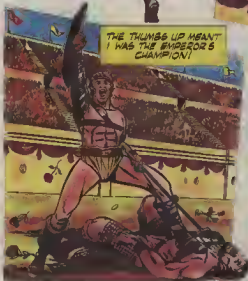
I WAS SHAKING LIKE
A LEAF IN MY FIRST FIGHT...



... BUT I SOON GOT
THE KNACK



THE THUMB UP MEANT
I WAS THE EMPEROR'S
CHAMPION!



MY FREEDOM AT LAST
BUT CAN YOU BEAT ME?



Spectrum 48K at £8.95

Choose from
45 weapons and
fight for your freedom

DM
DOMARK

Name _____
Address _____

Write enclosing £8.95 (inc. p+p) to
204 Worple Road, London SW20 8PN
or telephone with your credit
card number on 01-947 5624

Robot MESSIAH

Are you praying for deliverance from the cunningly complicated caverns in Alphabatin's 152 screen arcade adventure *Robot Messiah*? Fear not! Your faith in *C+VG* is not misplaced.

Here we present screen shots of the whole of level one of the game plus some general hints which should help you move deeper into the adventure.



Helpful Hints

The three envelopes that must be collected are located in level three of the game.

These must be collected and then returned to the Master Computer which is found in the caverns.

You can only carry three objects at a time and you will need to carry a Power Supply Unit to enable you to

work the teleport in the Test Centre, to return to the caverns. Carrying the gun is very useful and you will have to return to the Test Centre at least once more. So do not eat food recklessly, although some of it will be replaced, there will not be enough unless you are frugal.

The only route to the Test Centre is by using the buggy and the only return route is via the teleport. The buggy is

situated beyond the traffic lights and the moving conveyor belt at the bottom of the caverns.

There are two sets of traffic lights in the game, one at either end of the tunnel. For the traffic lights to change from red to green, you will need two objects which are hidden in the caverns. So as not to make this map a giveaway we have removed these objects.

The gun has been dropped in a place where it is not usually found. Once you have picked up the gun, to operate it you then collect the numerous bullets which are scattered around the game. Each bullet is worth twelve shots, but once more, do not pick them all up at once.



STEVEN SPIELBERG Presents

BACK TO THE FUTURE™

A ROBERT ZEMECKIS film



THE COMPUTER PROGRAM FROM

Available on Spectrum 48K Plus, Commodore 64
and Amstrad from Electric Dreams Software
31 Carlton Crescent, Southampton, Hampshire
SO1 2EW Tel: (0703) 229694

*Electric
Dreams*

© UNIVERSAL CITY STUDIOS INC.

SOFTWARE

MEGASAVE FANTASTIC SAVINGS

SPECTRUM

| | |
|------------------------|-------|
| Boy Hunter | 5.50 |
| Pete Pearson | 5.50 |
| Hyper Sports | 5.50 |
| P & Boxing | 5.25 |
| Expanding Fun | 5.55 |
| Highways Encounter | 5.35 |
| Basketball Int (10x14) | 5.55 |
| Flight | 7.50 |
| Scotchy Dec | 5.25 |
| Money on the Run | 5.55 |
| Titan of the Wood | 5.55 |
| Geoff Capes | 5.55 |
| Superman | 7.50 |
| Elite | 11.25 |
| I at the Minsk | 7.50 |
| Bride Runner | 5.55 |
| Fighting Warrior | 5.55 |
| Shadow of Unicorn | 11.25 |
| Winter Sports | 7.50 |
| Bounce | 7.50 |
| Zones | 5.55 |
| Impossible Mission | 5.55 |
| Darius | 5.55 |
| Doctor Who | 11.50 |
| Critical Mass | 5.75 |
| Sold a Million | 7.50 |
| Woolf Baseball | 5.55 |
| 3 Weeks in Paradise | 7.50 |
| Land of the Range | 12.50 |
| Commando | 7.50 |
| Big Fish | 7.50 |
| Back to Back | 5.25 |
| Engine Power | 7.50 |
| Swerve & Scorpion | 7.50 |
| Major's Revenge | 5.55 |
| Rock n' Wrestle | 5.75 |
| Tanahawk | 7.50 |
| Gynceones | 5.55 |
| Cycon | 7.50 |
| Robot Mayhem | 5.55 |
| Friday the 13th | 5.75 |
| What's Music Box | 7.50 |
| Saboteur | 5.75 |
| Roller Coaster | 5.25 |
| Super Smith | 5.55 |
| Young Ones | 5.55 |
| Warrior | 5.55 |
| Mix | 5.55 |
| Yin Ai Kung Fu | 5.55 |
| Knight Rider | 5.55 |

RAMBO

| | |
|--------------------|-------|
| Street Hawk | 5.55 |
| Transformers | 5.55 |
| Never Ending Story | 5.55 |
| Supra 40 | 7.50 |
| King Kong | 5.55 |
| Gladiator | 5.75 |
| I.C.U.P.S. | 5.75 |
| Spellbound | 2.55 |
| Pease House | 7.55 |
| Dan Wake | 5.55 |
| Gun Fight | 7.50 |
| Pentagram | 7.50 |
| Romaid | 5.55 |
| Piranomax | 5.55 |
| Arms | 7.50 |
| Winter Games | 5.55 |
| Thurs | 5.55 |
| Desert Fox | 7.55 |
| Superlover | 7.50 |
| Office Master | 12.50 |
| McGowan's Boxing | 5.55 |
| Zoro | 5.55 |
| Gormes | 5.55 |

COMMODORE 64

| | |
|--------------------|-------|
| Impossible Mission | 7.75 |
| ShadowWe | 5.55 |
| Elys | 11.00 |
| Basketball | 4.55 |
| Prisco II | 7.55 |
| P & S Boxing | 5.55 |
| Excluding Fiat | 7.50 |
| Blackeye | 7.50 |
| Basch-head II | 7.50 |
| Summer Games II | 7.50 |
| Shy Fox | 7.50 |
| Manicure | 7.50 |
| Tarcomolose | 5.50 |
| Zoro | 7.50 |
| Zoids | 5.75 |
| Barilla | 7.50 |
| Scotchy Dec | 5.55 |
| Crazy Camera | 5.55 |
| Extracell | 5.50 |
| Money on the Run | 7.50 |
| Geoff Capes | 5.75 |
| Return of the Wood | 7.50 |
| Superman | 7.50 |

BARILLA OF BRITAIN

| | |
|-----------------------|-------|
| Sladevener | 7.50 |
| Fighting Warrior | 5.55 |
| Don't Say It | 5.50 |
| Mass | 7.50 |
| Bounce | 5.55 |
| Revolving Destruction | 5.75 |
| Perseus Construction | 5.55 |
| Summer Games I | 7.50 |
| Winter Games | 7.50 |
| Mail Order Monitor | 5.75 |
| Night Rights | 7.50 |
| Gormes | 7.50 |
| Harvey Smith | 5.55 |
| Doctor Who | 11.50 |
| Sold a Million | 7.50 |
| Come People Ltd | 11.50 |
| Ball Game | 7.50 |
| Who Dares Wins | 5.55 |
| Wizard | 5.75 |
| Commando | 7.50 |
| Land of the Range | 12.50 |
| Sladevener | 5.75 |
| Engine Power | 7.50 |
| Swerve & Scorpion | 7.50 |
| Mugger & Newson | 5.75 |
| Rock n' Wrestle | 7.50 |
| Little Game People | 7.50 |
| Yak's Progress | 7.50 |
| Friday the 13th | 5.75 |
| Robe Cause | 5.55 |
| Gynceones | 5.75 |
| Kosmo Gift | 5.50 |
| Young Ones | 5.55 |
| Elektra Gals | 5.75 |
| Art of Yessed | 7.50 |
| Pong Pong | 5.55 |
| I.C.U.P.S. | 5.55 |
| Dean Wake | 5.55 |
| Piranomax | 5.55 |
| Arms | 5.50 |
| Outlaws | 7.50 |
| Dragon Shufa | 7.50 |
| Time Tunnel | 7.50 |
| Desert Fox | 7.50 |
| Superweat | 11.25 |
| Revs | 11.25 |
| Wild West | 5.55 |
| Lords of the West | 7.50 |
| Sel Fr | 7.50 |
| Laser Beam | 15.50 |

Postage included U.K. Please state which micro: Fast Service
Send cheque/PO to: MEGASAVE, Dept. CVG, 75 Westbourne Terrace,
London W2

MOLOTOV MICK



Mick's Headbutts will really grab you.
No butts about it!

ROCK'N' WRESTLE



FREE WITH

WALLET

F.A.CUP FACT FILE

A unique collection of 31 colour cards together with a super plastic wallet to keep them in.

Each card features one of the biggest stars in England and Scotland - and on the reverse you'll find facts, figures and fun stories to fascinate you.

YOUR FIRST SIX CARDS - PLUS WALLET - FREE WITH THE JANUARY 25TH ISSUE

It's a really original free gift that no fan will want to miss.

PLUS

Great colour posters of the top players.
Match Facts - the world's greatest results service.

On-the-ball features and news stories.

Don't miss out - place and order with your newsagent for Britain's most sought-after football weekly

Only 42p

JANUARY 25TH ISSUE - ON SALE NOW

JOE JORDAN
SOUTHAMPTON

ANDY THORNTON
LUTON

STEVE HUNT
WEST BROM

MATCH

U.L. McGRATH MAN U & F



NEWS FROM LLAMA-LLAND (Hants)

The range of hairy software continues to grow with...

BATALYX: Six linked games, each of which can be played in its own right, integrated into a multi-game package. Once play is started the player can jump between the six sub-games. The six include an enhanced version of **ATTACK OF THE MUTANT CAMELS** and stripped-down **PSYCHEDELIA** - the remainder are completely new games concepts. The computer keeps track of each game and returns the player to the correct point of play on re-entry.

BATALYX is marketed under the **LLAMASOFT** name and logo by **ARIOLASOFT**, a mutually-agreed experiment to apply **ARIOLASOFT**'s marketing expertise to one of **JEFF MINTER**'s individually-styled games epics -
£9.95 on tape, £12.95 on disc

YAK's PROGRESS: A fascinating collection of Jeff's work for the '64, illustrating the development of the Llamasoft game style. Including such classics as **MATRIX**, **REVENGE OF THE MUTANT CAMELS**, **SHEEP IN SPACE** and **ANCIPITAL** - eight games in all - great value both in cash and entertainment terms.

In presentation box, with JM's historical notes -
£9.45 on 2 tapes, £11.95 on disc

COLOURSPACE: The **COLOURSPACE** software is a development of Jeff's **PSYCHEDELIA** programmes, the evolution of a unique form of computer entertainment. Anyone who can use a joystick can enjoy **COLOURSPACE**, creating a dazzling kaleidoscope of flowing chromatic patterns.

Greet to play to music, greet to play at parties!

COLOURSPACE is now available for 3 machines -

- ★ BBC - at £7.95 on tape
- ★ ATARI B-bit (including HE130) - £7.50 on tape
- ★ ATARI ST 520 - £19.95 on 3.5" disc (with manual)

The 'ST' version is definitely a bit (in fact, 16 bits) special.. with a host of **ZARJAZ** effects, including spectacular, dynamic, background and foreground graphics, starfields, gravity effects, fire fountains and more, more, more...

LLAMASOFT

ZARJAZ SOFTWARE



Hot off the presses is the latest **C + VG Gallup Software Top 30**. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest **C + VG** charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-'em-up, karate game or boxing program you want. It's a knock-out.

● FEBRUARY

TOP 30/ALL FORMATS

| THIS MONTH | LAST MONTH | GAME | MACHINE | MANUFACTURER | WEEKS IN CHART |
|------------|------------|---------------------------|-------------------|---------------------|----------------|
| 1 | — | Commando | SP, C64, AMS | Elite | — |
| 2 | 21 | Elite | SP, C64, AMS, BBC | Firebird/Acornsoft | 8 |
| 3 | — | They Sold a Million | SP, C64, AMS | Hill Squad | — |
| 4 | 1 | Way of the Exploding Fist | SP, C64, AMS | Melbourne House | 9 |
| 5 | — | Yie Ar Kung Fu | SP, C64 | Imagine | — |
| 6 | 7 | Formule One Simulator | C64 | Mastertronic | 8 |
| 7 | — | Winter Games | SP, C64 | US Gold | — |
| 8 | — | Computer Hits (10) | C64 | Reddy Jolly | — |
| 9 | — | Rambo | SP, C64 | Ocean | — |
| 10 | 8 | Finders Keepers | SP | Mastertronic | 9 |
| 11 | — | Back to Skool | SP, C64 | Microsphere | — |
| 12 | — | Beach-head 2 | SP, C64 | Access/US Gold | — |
| 13 | — | Little Computer People | SP | Activision | — |
| 14 | 17 | Monty on the Run | SP, C64 | Gremlin Graphics | 4 |
| 15 | — | Tomahawk | SP, C64 | Digital Integration | — |
| 16 | 18 | BMX Racers | SP, C64 | Mastertronic | 8 |
| 17 | — | Action Blker | SP | Mastertronic | 8 |
| 18 | 2 | Frank Bruno's Boxing | SP, C64 | Elite | 8 |
| 19 | — | Arcade Hall of Fame | SP, C64 | US Gold | — |
| 20 | — | International Karate | SP, C64, AMS | System 3 | — |
| 21 | — | Fight Night | C64 | US Gold | — |
| 22 | — | Last V8 | SP | Mastertronic | — |
| 23 | — | Saboteur | SP | Durell | — |
| 24 | 3 | D. Thompson's Speed Test | SP, C64 | Ocean | 8 |
| 25 | — | Robin of the Wood | BBC | Odin | — |
| 26 | — | Gyroscope | SP, C64 | Melbourne House | — |
| 27 | 16 | Impossible Mission | SP, C64 | Epyx/US Gold | 4 |
| 28 | — | Rockman | SP | Mastertronic | — |
| 29 | 6 | Fighting Warrior | SP, C64 | Melbourne House | 8 |
| 30 | — | Vegas Jackpot | SP | Mastertronic | — |

AMSTRAD/10P 10

| | |
|----|----------------------------------|
| 1 | They Sold a Million/Hill Squad |
| 2 | Grand Prix 3D/Software I |
| 3 | Formule 1 Simulator/Mastertronic |
| 4 | Finders Keepers/Mastertronic |
| 5 | Soul of a Robot/Mastertronic |
| 6 | Yie Ar Kung Fu/Imagine |
| 7 | Nantterqueous/Mastertronic |
| 8 | Chiller/Mastertronic |
| 9 | Reid/US Gold |
| 10 | Way of the Exploding Fist/AH |

SPECTRUM/TOP 10

| | |
|----|--------------------------------|
| 1 | Elite/Birebird |
| 2 | Commando/Elite |
| 3 | Back to Skool/Microsphere |
| 4 | D. Thompson's S.T./Ocean |
| 5 | Monty on the Run/Gremlin G. |
| 6 | Saboteur/Durell |
| 7 | Tomahawk/Digital Int. |
| 8 | Int. Karate/System 3 |
| 9 | Way of the Exploding Fist/AH |
| 10 | They Sold a Million/Hill Squad |

C64/TOP 10

| | |
|----|--------------------------------|
| 1 | Winter Games US Gold |
| 2 | Commando/Elite |
| 3 | Rambo/Ocean |
| 4 | Last V8/Mastertronic |
| 5 | Little Camp People/Activision |
| 6 | Fight Night/US Gold |
| 7 | Summer Games 2/Epyx/US Gold |
| 8 | They Sold a Million/Hill Squad |
| 9 | Who Dares Wins 2/Allgate |
| 10 | Monty on the Run/Gremlin Gap |



Frank Bruno's Boxing Number 18



Spy vs Spy creeps upwards

MACHINE KEY

SP = SPECTRUM BBC = BBC
C64 = COMMODORE 64 AT = ATARI
AMS = AMSTRAD EBC = ELECTRON
INT = INTERPRET

COMPILED BY GALLUP

ROCK'N' WRESTLE

Rock'n' Wrestle—the first truly 3 dimensional combat sports simulation game. Dynamic graphics, state-of-the-art animation, 1 and 2 player mode, brilliant gameplay, 10 different opponents and complete rock sound track. More joystick moves than you imagined possible—over 25—including the atomic drop, aeroplane spin, piledriver, body slam, back breaker, arm twist, elbow drop and turnbuckle fly.

Rock'n' Wrestle—the challenge begins here!

Available for Spectrum £9.95, C64 and Amstrad £9.95.



from **MELBOURNE HOUSE**



AVAILABLE FROM THESE DEALERS:

Robinson Ltd, 88 High St, Harington, Jaxxon Computers Ltd, Canterbury Computer Centre, 55/57 Palace Street, Star Video, 126 High Rd, Beekon, Nottingham, Larkdown Computer Centre, 1 Landon Green, Bourneville, Dorset, 21 East Street, Brighton, East Sussex, Heston Computer Centre, Heston Arcade, 22 College St, Heston, Cornwall, Cleddon Equip, 36-38 West Street, Farnham, Herts, North Notts, Computer Centre, 37A Ockley St, Burton-on-Ashfield, Nottingham, Software, 21 Brunell Road, Edinburgh, Scotland, Vile, Beller Software Ltd, 221 Canford Rd, Chalfonts, Cambs, Sharncliffe, 10 Central, The Market, Llanelli, Dyfed, Northwich Home Computers, 75A Wilton Street, Northwich, Cheshire, Mighty Morn, 265 Walsley Rd, Farnfield, Manchester, Romit Computer Software, 3 Handsworth, Yard, Stockton, Cleveland, P&H Electronics Ltd, Radio House, 22/24 Gifford Rd, Rayleigh, Essex, 24/26 Salmons Street, Crawley, Northern Ireland, Long, Essex, Software Centre, 91 College St, Long Eaton, Nottingham, Fridge Computers, 150 Dabbling Rd, High Wycombe, Bucks, The Micro Workshop, 12 Blanton Approach, Epsom, Surrey, KK, Stockport, 157 Edgware Road, London W2, Roundridge Computer Shop, 8 Timbell Street, Rotherham, Wals, Computers Plus, 10 High Street, Solihull, Warwick, Kent, Alan Stride, 9-11 Church Street, Slough, Berkshire, Inspiring Business Information Systems, Seven Square, Bridge St, Havant, West, Dyfed, Adams Records, 38 High Street, Walsley, Essex, Sweeney Bookshops Ltd, 48 Farnham, Preston, Lancs, Whaddon Software, 10 South Road, Norton on Ross, Cleveland, Computer Centre, 17 Canfield Street, Bolton, Derbyshire

The COMPLETE

PART 1

SPECTRUM

All you want to know about the world's best-selling computer

A Database
Publication



&AF

**AT LAST! The partwork more than 2 million
Spectrum owners have been waiting for!**
PART 1 NOW ON SALE AT YOUR NEWSAGENTS

In six monthly parts

£1.50

C+VG COMPETITION



It's rough, tough and very exciting. What is it? American Football, of course.

And Ocean hope to capture all the excitement of this complex sport with the release of their game *Superbowl* which should be hitting the shops right now.

So you don't miss out on the all-American action, C+VG and Ocean have come up with a superbowl competition for you to enter.

And we've got some great prizes for all you Spectrum, Amstrad and Commodore 64 owners.

The first 30 correct answers — 10 for each machine — picked will receive a copy of *Superbowl* plus a great American Football hat and sweatshirt. The next 45 correct answers for each machine will just get the game.

All you have to do to stand a chance of winning is to give the full names of the following teams.

| | |
|------------------------------------|--|
| Washington | |
| New York | |
| Dallas | |
| Miami | |
| New England | |
| C+VG/IMAGINE SUPERBOWL COMPETITION | |
| Name | |
| Address | |
| | |

Tick your make of computer and sweatshirt size
Spectrum ☐ Amstrad ☐ CBM 64 ☐ Small ☐
Medium ☐ Large ☐



Send your answers to Computer + Video Games, Superbowl Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 16th February and the editor's decision is final.



The return of the legendary crusader—skillfully
fencing through screens of mystery and danger!

Zorro



Datasoft is a registered trademark of Datasoft for Atari in a general
sense. The Datasoft logo is a trademark of Warner Bros. Inc. © 1985 Warner Bros. Inc.
All rights reserved. Warner Domestic Publishing Corp. and Pella
Peak, Long. All rights reserved. Used by permission. © 1985 Datasoft Inc.

From the
RICHARD DONNER
Production

Based on the Story
by
STEVEN SPIELBERG

THE GOONIES

Exciting Multiscreen Action and Adventure!



| | | |
|--------------|------|--------|
| COMMODORE 64 | DISK | £14.95 |
| AMSTRAD | CASS | £9.95 |
| ATARI • BBC | | |
| SPECTRUM 48K | CASS | £7.95 |

Datasoft



COMMODORE 64 • ATARI • SPECTRUM 48K • AMSTRAD • BBC

ADVENTURE NEWS

WELCOME TO STEVE

This month we welcome an adventure of some years' experience, Steve Donoghue, to join the Helpline team to help us cope with the ever-increasing volume of readers' letters. Steve, who lives in Sunderland, will also be contributing to the Adventure Reviews section on a regular basis.

Steve is hardly a stranger to C+VG readers. His name first appeared in the November 1983 issue, in connection with an apparently unmovable horse in Scott Adams' *Ghost Town*.

Desperate and heart-rending letters from Steve, for help with *Ghost Town*, regularly tell upon the C+VG doctors.

So critical did I diagnose his condition to be, that only the most drastic treatment could be considered — I sent him my home phone number, which he used late at night when the malaise gripped him.

He was, in fact, suffering from a Lack of Locations Syndrome, about which he was later to

report, in the March 1985 issue. Steve has written reviews from time to time, and his most recent contribution to C+VG was a feature on mapping to the December Book of Adventure, in which he took a most original approach to advise readers on techniques for improving their adventure map-making skills.

ORCSBANE

C+VG reader Nick Walkland was planning a new adventure *Fansue* called *Orcsbane* for some time and wrote to warn me about it. Before I could catch the poetman and tell him to push off, he had slipped a copy through the C+VG letter box.

I therefore felt obliged to lead the review in a rare moment of silence, and my first impression was how thick it seemed for a mere 50p. I soon discovered that was because the crafty Nick had stapled one set of pages in twice!

Perhaps it was coincidence that the doubled-up pages contained a review of Adventure Clubs by 'Rob'. The C+VG

Adventure Club comes bottom of Rob's list —, this isn't worth the paper it's printed on — he has the best Adventure Corner in any British magazine, and the worst club editor. However, Nick, the 24, intervened to add: 'Actually, the C+VG Club works out for the postage only. I don't know whether to feel insulted or compensated.'

The first issue of *Orcsbane* contained 28 pages (32 if you count the extras), costs 50p, and is run on a non-profit-making basis. Containing about 10 reviews of adventure games ranging from 'getting on a bit' to 'right up to the minute', it also has its own Helpline, a number of feature articles, and a well-drawn cartoon strip featuring 'Sherlock Holmes'.

There is artwork throughout, which breaks up the fairly dense text — making it more digestible, and a tiny stream of humour running through it's pages, which gives it a nice 'clubby' atmosphere.

Altogether, I was impressed. If you are interested in getting hold of the sort of mouthy-ish issue, send a 50p postal order to Nick Walkland, 84 Kendall Road, Stretford S6 4ZH.

THE DECEMBER BOOK OF ADVENTURE

Did you spot the deliberate mistakes? Deliberate? Well, so

WHERE WAS BUCKAROO?

We returned to a stark review of *Buckaroo Boned* on page 18 of the supplement. That was the dreaded Metcalfe's awful thinking — space limitations prevented the review from appearing! But to make up for it, read all about *Buckaroo* — plus a few other games that have not appeared in the UK in this issue!

VILLAGE OF LOST SOULS

In the review of this BBC Adventure, we omitted to mention that it is available by mail order only from the publishers, Magus, 1 Torcote Close, Durrington, Worthing, W Sussex BN15 2TD, price £9.95 including postage and packing.

MAIL BAG

Dear Keith,

I own a T1994/A and the new Enterprise machine. I have almost exhausted the supply of Scott Adams Adventures for the TI, and I must recommend the module *Return To Proton's Isle*. It is great, the only one with 'blazing graphics' for the Texas.

Do you know if Adventure International are planning to convert any of Scott Adams games, especially the *Questprobe* series, onto the Enterprise? I have only been able to play these with Spectrum friends, and they are becoming more determined to solve them for themselves!

Enterprise adventures are not too plentiful at present, up to now I have only managed to obtain *Emerald Isle* and *Dungeons Adventure* from Level 9, which I have completed. Will you be producing reviews for the Enterprise, as I'm sure other owners would like more knowledge of adventures? Jon Goodhall, Norwich

Keith's Reply:

Many companies do not support a machine until a minimum number of units have

been sold in the UK, in order to secure a reasonable return for the cost of conversion and initial duplication costs. To their credit, Level 9 is unique in producing very quickly, conversions of their software for almost every micro that has a significant following.

There are no plans at present for Enterprise versions of the *Questprobe* series, but obviously, if more Enterprise computers are sold, more software will start to appear for it from different sources. Watch out for Mordori's *Quest In An Enterprise* format. That is one not to be missed, and is available now!

Dear Keith,

While we thank Jim Douglas for his review of our game, *Village of Lost Souls* in the December Adventure Supplement, we would like to reply to a couple of complaints he made.

Firstly, the reason for the confusion over location exits is, in fact, because he had indicated one of the first traps in the game, which can have the effect he mentioned. Hint — The boots he found do not function

as he thought.

Secondly, the program makes use of all the memory it can, but does not use any OS work areas. The only way we can think of a ROM interfering with play, is if it is active in the background and is relying on some Basic language storage locations.

If this is the case, perhaps Jim could let us know which ROMs he has, and we will do our best to rectify any problem they may inadvertently cause. Martin Moore and Glen McCauley, Magus, Worthing

Keith's Reply:

Jim's Bees is stuffed to overflowing! He has Wordwise-Graphics and Printmaster (all from Computer Concepts), Microset, Viewdote (for bulk uploading to Prestel), Prestel (Acorn), AMX Mouse and DFE (Acorn). That's all be can think of for the moment, anyway!

Dear Keith,

We would like to thank Paul Coppins for his excellent review of our adventure — Project X The Micro Men (C+VG November). We were pleased to

see that he played the same right the way through to the end, something which many reviewers tend not to do!

We were delighted that he thought the split-screen graphics were good, but unfortunately no credit was given to the co-author of the game, Jon Lemmon, who was responsible for these.

Project X was written using Gilsoft's Quill and Illustrator in conjunction with a new product from Gilsoft called The Patch. We were able to use this prior to its launch due to the fact that we knew the author Phil Wade.

We are now working on a sequel to Project X, and will send you a copy as soon as it's complete. Jon Lemmon and Tim Kemp, Compass Software, Norwich.

Keith's Reply:

Ah, if we could but always play a game right to the end in time for a review! But Paul is our secret weapon, and he has most games wrapped up before the tape has had time to rewind! Looking forward to the sequel, and I hope we get the credits right next time!

CH+G ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

HELP!

Got a problem?
Don't suffer in
silence. Write to
Keith Campbell's
Adventure
Helpline,
Prilory Court,
30-32 Forrington
Lane, London
EC1R 3AU.

PLEAS FROM PLAINTIVE PLAYERS

I have been getting letters about the Fourth Protocol. Perhaps we made a mistake in including the review of the game in the Adventure section. Although definitely a "mind game" it can't really be described as an Adventure.

This makes it difficult to catalogue the clues to dispense to readers, and so those players who are in trouble with the game should watch IDEAs Central for tips on the strategy to adopt.

Meanwhile, the latest pleas come from L. Bailey of Egremond in Cumbria, who wants to know how to enter CIGOM's file stored in Blacksea, and from Sean Connolly of Holywell, who asks "What is the answer to Sir Anthony's question?"

Mark Rendle of Chesham is seeking Arta the dwarf, so that he can tell him, and thus finish off Greedy Dwarf as well.

Philp Baydell of Westham in Kent, is still battling El Diablero a year after he was recommended it by Simon. Now he can stand being driven mad so longer, and is desperate to know how to kill the coyote, where the beetles are, and how to get into the chasm after getting the skull. Now I see why Simon left in such a hurry.

"Tell Castice of Bexley he isn't paranoid," says Ruth Bingham. She has the same problem as him, in Arkusian Kurekex, and is wondering if she might be able to use the cloak at the marsh.

A person as omnipotent as your god-like self obviously has very important things to do, like making sure the sun rises in the morning etc., Hello, wait for it. "But if you could find a nano-second or three to help one of your more worshipping and less intelligent subjects I will perform an extra special sacrifice to your all-powerful self. How do I survive the system of caves in the abysmal Invinchible Island?" writes Mark Hardridge of Toppandy. "If I can find the cat, I will perform the sacrifice, although the fur still hasn't grown back since last time, you know he back, in the worst possible taste."

Jason Nickolls has 100,000

things he would like to say when the genie says to him: "What is your wish, master?" But he doesn't know which one he should choose for his reply! He is in *The Magic Mountain*, where else?

James South was stuck up the loft in *Terrormolince*, unable to escape. A silly problem that. An example of poorly thought out commands. What James needed was the word DOWN STEPS — a sentence without a verb, and a disgrace to any game that calls itself an Adventure. That's why I decided to answer James' problem "in the clear".

Can anyone tell Stuart Elliott (see News from Afar) where to find the Red Jewel in *Ring of Power*?

John Macciocci's main mission in life at present, is the electrifying *Mission I*. He's having trouble with the ventilation shaft to the first floor, which he cannot escape without a severe dose of electrocution.

Another electrical problem is a fence, and this time the cause is *Upper Guntree*. How can Steve King of Poole get Wally's gloves and turn the fence off? Steve adds that he cannot get any help from the Gypsy, despite crossing her palm with silver and giving her a teaspoon.

"I find Upper Guntree a very good game, but have never seen it mentioned anywhere," writes Steve. Look up the April 85 issue, Steve, and you'll find the review! Where have you been?

Richard Greenwood of Stockport has got a few riddles that are making *Riddler's Dec* live up to its name! He thinks that the plinth and the mouthwash will help him to get past the jaijen garayole with the sore throat. To this end, he seeks advice on how to get the plinth and the red dragon.

A problem of a different sort comes from Ann Roest. Recently retired, she seeks not only the whereabouts of the mazes in *Sphinx*, but also adventure breaks in the Chalfont St. Peter area of Buckinghamshire! Write to me c/o the Helpline, and I will pass your letters on to Ann.

Just while he was trying to get the Arabian phrase book, a tree fell on Toby Blake's head.

He tried his hand at getting hold of the jewel's bat, only to find himself fixated into a pile of bath salts!

Of course, he was playing *Quest for the Holy Grail*, and this dotty game is sending him potty! Who can help him with a translation and a laugh?

NEWS FROM AFAR

The "pointe bog" in *Castle of Terror* has a counterpart in Posh Quest, so writes Stuart Elliot from Troopolewah. In case you're not quite sure,

"Troopolewah is, of course, in Australia. "Keep moving west then east, and your score will climb," says Stuart.

Stuart runs an Adventure Club Newsletter in his native Queensland, with the help of James Osborne of Western Australia, and he sent me a copy. With its own Helpline, the top adventures for unworked problems down under at the moment are *Thermocuclear*, *Wargames*, *Asylum*, *Hulk*, *Valley 17*, and *Insubria*. *Asylum* comes up for a full page in *Australian Commodore Review*, in the form of a letter of tips and questions, sent in by Stuart.

From Italy I was sent two pages from VIDEO GIOCHI (Games) headed "L'AVVENTURA — La "pagina amica" per tutti gli avventurieri elettronici", which means the "friendly page" for all electronic adventurers. Giancarlo Fantechi of Como explains how the page are laid out. There is a review, *Wishbringer* from Infocore, a list of "super-adventurers" — a sort of Hall of Fame, a selection of readers adventure problems, and hints.

It's all very like our own adventure scene. The current games troubling readers are similar, too, including *Zork*, *Arctic Rosh*, *Golden Helen*, *Fantelink*, and *Zen Sala Bim*.

But there is one section that intrigued me: Piccolo dizionario dei sinonimi. This is a list of English verbs occasionally used in Adventure games, with their Italian infinitives, followed by a list of English synonyms.

So that's how they do it!

T-SHIRT ROLL OF HONOUR

T-shirts for interesting letters and extra-helpful hints go to: Mark Rendle of St. Helens, Robert Arnold of Whitechurch, Wey Lacus of Colchester, Ann Roest of Chalfont St. Peter, and Giancarlo Fantechi of Como, Italy.

ADVENTURE CLUES



Credits this month for contributing to the clues, from Toby Blake of Iwerston, Tony Norris of Woking, Isaac Nicholls of Bradford, Stuart Elliot of Cheshamstead, Steve King of Poole, Bryn Lucas of Colchester, Reiner Wald of Bonn, Alan Mauldin of Peterborough, and others whose names got buried under a pile of readers' letters.

Get a spear and have a break,
To find the Dyak's heart-piercing

**CASTLE OF
TERROR:**

dead yourself.
Go and open the iron door, and
get Boris to kill the guardian for
you, or use his gun to do the

**DIAMOND:
FANTASIA**

upstairs!
Have a good feast, but don't go
To purchase a boat, take

**ARTHURIAN:
EUREKA**

escape with treasure pile.
Look at Sultan's keyhole to

sleep in Sultan style,
Check the Sultan's jacket to

**BIM:
ZIM SALA**

escape from the willow!
You need to summon help to

**THE RINGS:
BORED OF**

a present from the footstep.
ride, using the silver card, to get
Close at the door, too on each

and kill the hypochondriac.
pieces and getting the time, try
After hacking the electricity to

the circuit (passageway is a
wall that can be chopped down)

**(TBS-80):
ASYLUM 2**

lay something to get past the
trap.

**PUB QUEST:
FROM**

hangs — goodbye night!
the scaly thing. Wear gloves, get
evidence, for chance to defeat

Cut the rope to free the
ANDROMEDA:

MESSAGE

a handbag.
The key to Room 25 is hidden in

VALKYRIE 17:

Then check north of rockpool.
to canyon by camp, then about
and W of the pit. Be sidetracked

the key. It's at the dead end, S
Unlock and open the door with

**JEWELS OF
BABYLON:**

then read it backwards!
U-X-W-S-X-N-Y-I-Z-Y and
K-T-L-W-O-P-P-I-R-U-S-A

W-L-X-P-Y-P
O-D-R-S-H-T-H-U-T-A-W

1-V-K-S-L-O-M-X-N-A-P-G
V-I-S-N-R-U-P-M-G-D-H-E

Code for the ringed note:
SHERLOCK:

beats,
before getting on the

bracket from the individual
HAMPSTEAD:

FROM

ADVENTURE

REVIEWS/1

SEAS OF BLOOD



- Supplier: Fantasy Software/Al
- Machine: Commodore 64, Spectrum 48k, Amstrad
- Price: £9.95

Written by Mike Woodroffe and Brian Howarth, and based on the Fighting Fantasy series of books by Steve Jackson and Ian Livingstone, this is the first of a new adventure series on the Fighting Fantasy Software label, from Adventure International.

Al's Adventure System, using split screen text and hi-memory graphics, is now familiar to many adventurers. It was used to create *Grellina* and *Robin of Sherwood*, as well as the UK conversions of Scott Adams' games. It is slick and fast, providing an attractive framework upon which to build an adventure story, and stands up well in this new series.

You are the captain of the pirate vessel *Banahae*, and for a successful voyage you must return 20 treasures to the top of a mountain at the southern end of the Inland Sea. The sea is a series of thirty grids, and the ship can be sailed by the commands *SAIL* (direction).

You can leave the ship to go pillaging on land — should you sight it! Mind you, on land you may not find the plundering too straightforward, for as well as some typical adventure problems, you are likely to meet some stubborn resistance from natives, ghouls, and ghoules. Some of these attacks, rather to my disappointment, appeared as right out of the game without warning. I suppose I should have known better than to annoy them!

During a fight, the program

enters a combat mode in which the lower half of the screen depicts two dice and displays and updates the relative skill and stamina of the opponents, giving a commentary on the details of the battle. When on land the adventurer can chicken out and run, by hitting X, but at sea the fight must go on to the bitter end. During the many times I played the game luck was nearly always on my side. I am told there is worse to come, so perhaps it wasn't luck, but tolerated. However, I have never found computer 'fights' based on random numbers particularly credible, so I looked upon a fight as a somewhat risky way to obtain a treasure or find a hidden exit.

Sailing the sea can be interesting, for as well as finding land to explore, there are wrecks

to be plundered and respectable ships to be burned and looted, not to mention skirmishes with other ships.

But all is not looting, pillaging and plundering — there are some real problems as well! What do the sea Sprites want? What's the best way to defeat a scumbie? Ah, and there's the traditional red-herring in there somewhere, too! Mike Woodroffe told me!

All this combines with excellent graphics to make a very good adventure, easy enough to get into — but it's not so simple to tie things up on the mountain top!

Keth Campbell

- Vocabulary 8
- Atmosphere 8
- Personal 8

WINNIE THE POOH

- Supplier: US Gold/Sirius
- Machine: Commodore 64, Disk
- Price: £14.95

Unashamedly a game for kiddies, *Winnie the Pooh* is set in the Hundred Acre Wood. All the residents of the wood have lost something, and are waiting for someone to return it to them.

Become their hero, by returning all the objects, and have Christopher Robin and his friends throw a party in your honour!

Pooh starts in the company of Teddy and a pile of bricks in Christopher Robin's playroom, after a short title screen to the accompaniment of the well-

known *Winnie the Pooh* tune. A novel feature is hidden in the toy box, for inside is a disk, and it is here to where the player must return to save the game position. Once in the woods, when you meet up with one of the characters, you are given a clue about what object he wants. For example, Mrs. Kangaroo is neat and tidy, so if you come across a broom. And there's her son Roo, who loves playing in his sandpit.

When the correct object is dropped by the appropriate character, the player is rewarded with a little tune. However, the objects change from game to game, making this a game that can be played over and over,

without being an exact repetition. There are hazards too. If

Tigger gets hold of you, he will bounce you to a random location. Sometimes the wind blows, (you can hear it) and scatters all the remaining objects to different locations. On other occasions, a mist comes down and you lose your sense of direction.

This is a very easy game for youngsters to play. After short text narratives, the player is given a number of options and suggestions about what to do next.

At the successful conclusion of the quest, Christopher Robin invites the player to his party — but the location has to be

discovered! It is worth it, too, for here is a picture that is a joy to behold, and a tune to congratulate the junior adventurer.

The graphics are excellent, quick to load and draw (especially for a Commodore), full of colour, and in a cartoony style worthy of the Disney name on the label. Altogether, a game to be highly recommended for younger children and yet also full-blown adventure games.

Keth Campbell

- Vocabulary 8A
- Atmosphere 8
- Personal 10

REVIEWS/2

SOULS OF DARKON

- **Supplier:** Taket
- **Machine:** Amstrad, Commodore
- **Price:** £7.95, cassette

The brief background story to this game is rather ludicrous, for you are cast as a bionic warrior on the planet Megron, laid waste by the evil Darkon. With nothing but a faithful robot watching over you, you are presumably (for it doesn't say so much) sent to find and overthrow Darkon.

The environment in which you find yourself will pass for good old mother Earth anyway, with trees and mushrooms, not to mention a log but complete with woodsmen, the remains of a brewery, a blacksmith, and the odd fountain and monument here and there.

The game takes a bit of getting used to, as the text is so horribly gothic that it is almost indecipherable at first.

The screen has an unusual layout, the top half describing the location in a narrative sort of way, with a picture below it to the left. The computer's rapline are shown to the right of the

picture, whilst the player's commands are entered at the bottom of the screen.

Since the descriptions are narrative, it is necessary to type **LOOK** for a list of units and objects. There are three facilities for **HELP**. One is to simply type the word, but more often than not you will be referred to the other two methods: **LEGEND** and **VOCAB**. The latter is simply a list of the valid words, whilst **LEGEND** may tell you a bit about the background of the location.

The graphics are a let-down, consisting of blue line-drawings on a green background, but they are fast, and they do serve to identify where you are without the necessity of having to struggle through the location text.

There are a couple of characters to be found early in the game — a toiling woodman, and a guide. Both seem rather wooden, for I have not found a way to make them listen yet, let alone engage in a useful conversation, despite paying the guide for a service — he just accepts the money and then

continues to ignore me! Perhaps I am using the rather limited vocab in the wrong way.

There seems to be a glitch or two with the rapline, as when having typed **GO GUT** to leave the hut, the 'barrelle lookout' text told me I was hovering over a swamp, yet the picture showed I had remained in the hut, a fact confirmed by the subsequent reply to typing

LOOK. One or two other strange messages appeared from time to time, as well.

For all that, the game is quite a good one when you get used to it.

Keith Campbell

- | | |
|---------------------|---|
| ● Vocabulary | 6 |
| ● Atmosphere | 7 |
| ● Personal | 6 |



BUCKAROO BANZAI

Over the next few months, I will be bringing you previews of some games that are being enjoyed by Adventurers in faraway places.

The revelation that a Scott Adams game named **Buckaroo Banquet** has been on release to the US for some 18 months, yet not seen over here, will no doubt have Scott's European fans drooling in anticipation, and possibly somewhat hurt that they haven't been privy to this secret.

Buckaroo Banzai is a strange title, you might think. However, it is based on the exploits of the hero of a Twentieth Century Fox film of the same name, shown in the US

during 1984, but not yet released in the UK.

Buckaroo, half American, half Japanese, is a brilliant neurosurgeon, who discovers a dimension passage through space with the aid of his jet-car, a vehicle able to travel through solid matter. Using his amazing car, he comes across the Lectorade — a race of aliens who threaten the entire world.

Deposing of this menace in the film, Buckaroo is about to set off on a well-earned holiday,

only to have his plans disrupted. Before they left, the Lectorade planted a nuclear device deep inside the Kyn mountain in Arizona. Any attempt to disable it will result in its detonation.

Telephone communication has been cut in the ensuing mass panic and evacuation of the area. The President charges Buckaroo with the task of saving Arizona. 'Buckaroo, I want you to...' And this is where you take over — the adventure now starts.

From the Yovodyne office in Tucson, just by the Kyn mountain, you set out to see what's what. On a parking lot by the mountain stands your jet car, but with no fuel or battery. A deserted gas station yields a battery — but it is flat! A supermarket holds a few useful objects, as does a shack on a deserted road.

Scott is fond of the shack as a location, have you noticed? First there was the grass shack in **Pirates**, followed by the all-important Radio Shack (surely a double entendre for TBS-60 owners?) in **Ghost Town**. Next, chronologically, is the Buckaroo shack, making three, but Scott's shack makes yet another comeback in **Questprobe Three**, right next to the tar pit!

Back with Buckaroo, his first problem seems to be to get the jet-car working. All the items seem to be there — but how do

you fit them together?

Meanwhile, on a different tack, a spot of duffing must be called for. Buckaroo has come across a spade. Here is an utterly unexpected and quite original digging problem, accompanied by equally impressive animated graphics.

The version of BB that I played was in Scaphus format on a Commodore 64 disc, available at present only in the States. Will it be seen over here? I spoke to Miles Woodroffe of Adventure International UK. 'We're waiting for the film,' he explained. 'It's sitting over here in caxa, waiting for Thon-EMI to release it!'

However, there are some doubts about the future of BB in the UK. I asked Scott how the film was received in the US. 'It was released during the '84 Olympics,' he explained. 'Everyone was either watching the games, or getting out of doors to enjoy the good weather. They weren't going in the movies! But it did develop a sort of cult following, rather like **Rocky Horror**'.

Personally, Scott admitted he saw it three times before he began to understand it.

So will we be seeing Buckaroo Banquet, the adventure, in the UK? As things stand, that is entirely in the hands of the film distributors.

Keith Campbell



THE ULTIMATE GAMES FOR THE COMMODORE 64



Sabre Wulf, Underwulf and Nightshade are available on the Commodore 64 at £9.95 inc. VAT



Firebird Software Wellington House Upper St. Martin's Lane London WC2H 9DL

MAIL ORDER

Please state name of game and numbers required. Enclose crossed cheque/P.O. made payable to FIREBIRD SOFTWARE. All orders are subject to availability. Orders are dispatched promptly. All prices exclusive of VAT and postage.

• FREE POST FIREBIRD, Wellington House, Upper St. Martin's Lane, London WC2H 9DL



Firebird is a Trade Mark of British Telecommunications plc

SPECTRUM TITLES

SOFTWARE

7HE DRIVE-IN
COOLNAME MAY ...
LINEWORD FRNCH
LINEWORD GURMAN
MAGNETS (EDUCATIONAL)
7HE BULL
PENETRATOR
SURVIVAL EDUCATIONAL
SMALL BUSINESS ACCOUNTS
HUNTER KILLER
UNDERWORLD
SCRAMBLE
ALPHATITZ
ARNAIM
WATERLOO
DESERT RATS
THUR LUNST HOUR
TINY TOUCH: NO GO (typing tutor)
LUMKA
DOOMDARK 5 REVENGE
LORDS OF MIDNIGHT
VALHALLA
SHILOCK
PYTHON
HAMPTHEAD
ABERIGHT FORTH
HORACE GOES SWING
SHAKS BLUFF
PROJECT FUTURE
SYSTEM 16 000
PYJAMARAMA/AUTOMANIA
STOP THE EXPLOSION
CONJUNCTION
TERRAHAWKS
HURD
WAR OF THE WORLDS
SLEET 7 (112 patch)
XAVIER
HIGHWAY COOL PROGRAM
GET SLY (EDUCATIONAL)
NUMBER RUN EDUCATIONAL
FARSHALL EDUCATIONAL
LAT THE POSTMAN
GHOSTSTERS
ASTRONOMER II
ANDROD ONE
ANDROD TWO
CYCLONE
T.L.L.

BACKLACKERS QUIZ
KOKOTONI WILL
CRAZY CAPTAINS
WRIGHTS
SHADOWFIRE
OAY IN THE LUL
PUNIS OF ZENOS
SUSTAINABLE STRIKER
DRAGONFORC
MONOPOLY
THE ARTIST
BRIDGE PLAYER II

PACKS

Please quote pack contents in order

• VU CALD, VU LEE VUO ...
• SHIL DO DOOM PLANET OF DEATH LSHOMAGE
ISLAND INCA CURSE LEMASSY ASSAULT
REVENGE
• BACKGAMMON, 40 ARCADE ADVENTURE
RIFTHYME, REVLRS, DEVILS DL THE DELL,
MAGIC MINN
• SMALL BUSINESS ACCOUNTS, COLLECTORS
LACK, CLUB RECORD CONTROLLER
• COSMIC CRUISER, RC BILL, PEDRO, ZOOM ZP
ZAL ALCHUMS?
• WAR GAMES, INC. OLANOUGHTS, LANZLE
ATTACK, RED BARRON, LARAS
• SPORTS LEX INC. SHOOTER ON THE DOCK
(ARTS) OLYMPICS ST. ANDRWS GOLF, OLBY
DAY WORLD CUP FOOTBALL
• POOL, DUNGLON MASTLR, TRANSYLVANIAN
TOWLER INVINCIBLE ISLAND, THE MAGIC
ROUNDABOUT 2MLROB
• WINGED WARLORDS, OTHILLO, SPECTRUM
SAFAR, CATERELLAR, GURMAN IS FUL,
LEAPROG
• SLACK RABIDS TRAXX HUNGRY HORACE
CATILLAR SPELLBOUND, PLANETOS
• IT IS THE WOLFF: THE ISLAND HALLS OF THE
THUNDER MONUMENTS REVENGE, MAGNOL MASTER,
INVASION BOOY SNATCHERS
• CATTLE I O TEST SURVIVAL, MAGNETS, CHLSS
TUTOR, LORTH, LLPT
• EXTINCTION SPELLBOUND, MISSION

IMPOSSIBLE DIMENSION DISTRUCTIONS,
AMAGEDDON, POOL
• LRLZL BEER CYBER RATS, BRIAN DAMAGL
SLACK STATION ZEBRA, THE ISLAND, RUNES DL
ZENOS

YOUNG LEARNERS & EDUCATIONAL PACKS

• BRANTRASSER LACK INC. KIDOL DL THE SPHINK,
LRS7 MOVLS SNAFL
WORD WIZARD
• 10 YEAR OLDS LACK INC. SUM SCRUNCHER
ROBOT RUNNER WILD WORDS A B C
LPT OFF
• 4-9 YEAR OLDS LACK INC. COUNT ABOUT
LUNAR LETTRES HOG DOG SPOTTER
• MR T'S TILLS THE 7IML MR T'S MLETS HIS
MATCH MR T'S SHPLL SUMS
• MR T'S NUMBER GAMES MR T'S SHAPE GAMES
MR T'S MEASURING PACKS
• ROSE SOFTWARE PACKS INC. INTERMEDIATE
ENGLISH I, INTERMEDIATE ENGLISH 2,
INTERMEDIATE MATHS I, INTERMEDIATE
MATHS 2
• YOUNG LEARNERS T INC. ARACUS, TELLING 7IML
ENGLISH, SHAKLS
• YOUNG LEARNER 2 INC. ANGLES TABLES
OLUCAL CALCULY, PRIMARY ARITHMETIC
• LIVE TITLES, INC. TRIGONOMETRY, EQUATIONS &
INEQUALITIES, GEOMETRY, LRENCH
VOCABULARY PHYSICS

PERIPHERALS

CURMAN SPEECH & SOUND
SINGLE PORT INTERFACES
QUICKSHOT II JOYSTICK
COMMOODOL JOYSTICKS
GC TRONICS KEYBOARDS
ALPHACOM 33 PRINTERS
SAGA SUPERIOR KEYBOARDS
SAGA LITE KEYBOARDS
DL LIGHT PEN
KLIMPSON CENTRONICS INT
SCHESSA GLODS

Mail Order Offer Only - P&P, 70p Software, 70p Peripherals (unless otherwise stated), 70p per tape overseas, £2.50 per pack overseas

COMMODORE 64 TITLES

SOFTWARE

MYCHESS II
CEASER THE CAT
HRC
ZINZALA BHM
MOTOCROSS
SUICID STRIK
JUICE
HARENAISLR
PENETRATOR
ASSEMBLER 84
STELLAR 7
J.E.W.
GOOGLINS GRACIOUS
HAMPTHEAD
ROCK 'N BOLT
HUNCHBACK II
INTERNATIONAL FOOTBALL
JACK ATTACK
ASLNT U.S.A.
HEATHROW A T C
CAD CAM WARRIOR
84 BASIC PROGRAMMING COURSE
CHEMISTRY BY LONGMAN/O LEVEL CSE
PYTHON
PORT APOCALYPSE
LORDS OF MIDNIGHT
SHADOWS
PYJAMARAMA/AUTOMANIA
SELECT I
SPY V SPY

VALHALLA
LODO
PILOT
SIMON S BASIC
LULULA
EASY SCRIPT
EASY LLL
INTRO TO BASIC PT. 7
OLD VAGS
LRL OLSST

EDUCATIONAL TITLES BY COMMODORE

JUST LI BO LACH
LATHINDLE
SLURALS S SNOWMAN
LUMPTY SLIMPT
LACINLAR
GET READY TO READ
MATCHMAKER
LET'S COUNT
GERMAN
GEOGRAPHY
COMPUTER STORIES
PATRICK MOORE'S ASTRONOMY
FRENCH
KNOW YOUR OWN I O
HISTORY 20th CENTURY
LYRICS

WORDS WORDS WORDS
BIC MASTURAND
ROB CARRERS MENU LANNER

COMMODORE CARTRIDGES

JUPITER LANDER
OMEGA RACE
LL MANS
PINBALL SPECTACULAR
CLDING

PACKS

• ATZACK ANCK MR ROBOT
• MR T'S NUMBER GAMES, SHAPE GAMES,
MEASURING GAMES
• MR T TELLS THE TML MEETS HIS MATCH,
MR T'S MOJLY BOX

PERIPHERALS

COMMOODOL JOYSTICKS
VIC 20 PADLOCKS PAIR
PROGRAMMERS PUL GUOLS
QUICKWASH SPEECH 64
QUICK SHOT 7
WCO TRACKER BALLS

P&P: Software orders 70p, Peripherals 70p. Overseas add 75p per tape and £2.00 per pack

Please state machine and pack contents

LOGIC SALES LTD

6 MIDGATE, PETERBOROUGH, CAMBS PE1 1TN

Telephone: (0733) 49696

ADVENTURE

REVIEWS/3

WORM IN PARADISE

- Supplier: Level 9
- Machine: All formats
- Price: £9.95

With *Worm* ends the saga of the colonists of Eden, which started with their journey in the *Snowball*, led by Kim Kimberley. After her survival in *Return to Eden*, the planet has been tamed, and the colonists live in a high-tech utopia run by robots. Eden is a benevolent night wing bureaucracy to which there are no taxes, government revenue being raised by fines and health charges. If the general idea sounds familiar, then remember it is ruled by a woman, The Third Kim. Whilst no 'right-thinking' person would consider challenging the system, there is a thinking minority who dislikes it, and are branded 'potential socialists'.

The adventure starts in a garden, with beautiful lawns and tall of fragrant flowers. The walls, leptoched with roses and other climbing plants, are seemingly unclimbable. An ever-growing worm might lead you out if you succumb to the temptation, but will not take you far, and one way or another, Revaline will bring you to your senses, and you will find yourself in the city of Kaosh.

Exploration of the city brings you to places like the museum, casino, theme park, and dozens more.

Questions gradually form, and produce a feeling of unease — that all is not well in the ultimate of civilisation. Questions, but no real problems bar your passage through the city. But if you are the nosy type — eventually something will click, and (if you

were sensible enough to play it) memories from *Snowball* will come flooding back. Then the problem is there, in the form of a puzzle — crack it and you may be on your way to the seat of power, to save the world.

Worm in Paradise is the first product of Level 9's new adventure system, and certainly is the presentation of text it is reminiscent of *Interlog*, and *Infocast* systems. *Worm* has a vocabulary of over 1000 words plus many abbreviations, yet this is all in memory! The range of commands understood is very flexible, full sentence and multiple complex commands are accepted, such as **EXAMINE ALL BUT THE TATTOO**. When I first tried **EXAMINE EVERYTHING** I got a list which included descriptions of objects I hadn't even discovered!

The *Silicon Dreams* trilogy is now complete, having spanned the evolution of Level 9's *Adventure System* from the original 2-work input, text only format in *Snowball*, through the introduction of graphics in *Return to Eden*, to this smooth and flexible new form of presentation.

Here is science-fiction based political saga which you can just as back and enjoy, or, if you prefer, involve yourself at a more challenging level in an attempt to reach the seat of power and save the world. Play it either way — I'm sure you'll agree it's superb!

Keith Campbell

| | |
|--------------|----|
| ● Vocabulary | 9 |
| ● Atmosphere | 10 |
| ● Punsocial | 9 |

SNOW QUEEN

- Supplier: St Brn's
- Machine: Spectrum 48k
- Price: £9.95

Edison was not exactly my mood while this game based on the story by Hans Christian Andersen was loading, and a further blow was dealt by the appearance of a rhyme on the screen. It's all too ghastly to repeat, but it does give a brief idea of what the story is all about.

For those of you who don't already know it, I'll outline the plot. You play the role of Gerda, the female half of the supercilious

unpredictable pair of Gerda and Kay, two frightfully nice kids. A decidedly feisty goblin had a fiendish idea — he made a mirror which made everything look horrible, except things that were already ugly, which it made appealing.

The mirror shatters, and two fragments become lodged in Kay's eye and heart. Kay becomes more obnoxious, and goes out to play with the big boys of the village. Suddenly, in a jolly large blizzard, Queasy appears, grabs Kay, and whisks him off to his pad in the mountains.

As Gerda, your daunting task in the adventure is to rescue your pal from the clutches of this icy dame, even though she may not be all that keen to be rescued! Well, despite being cast as a female, it doesn't sound too bad, does it? And in fact, it is quite pleasant to play.

There are some pretty standard puzzles, most of which involve doing 'the proper thing' in returning a lost purse to its correct owner. A bug of sorts lurks in this area; once you have returned the purse, the owner is perfectly happy to reward you, only to repeat cries of "Oh, now

when can it be?" the next time you return!

The game is in two parts, making a total of 64k, and Part two begins as you make your way towards the Ice Palace.

The *Snow Queen* probably won't achieve such chart success as a blood and guts adventure, and many gamers will no doubt find the story idea rather repulsive.

Jim Douglas

| | |
|--------------|---|
| ● Vocabulary | 7 |
| ● Atmosphere | 8 |
| ● Punsocial | 6 |

BOOKS

- THE SPECTRUM ADVENTURES
- Mike Gerrard
- Duckworth £3.95

I'm not quite sure whether or not I agree with the idea of publishing complete solutions to adventure games. It takes the essential element of mystery out of a game if you know you only have to tiddle along to WH Smith to learn all that has been baffling you. Perhaps it also reduces the sense of achievement left by a player who finally cracks a game himself, knowing that people who have

finished it are two a penny, having bought the whole solution.

On the other hand, I suppose people who have been genuinely frustrated for many months, do have a right to know the answers to the mysteries for which they have paid, and so to be put out of their misery.

From the point of view of the author and publisher of a game, I suppose it is all right for their secrets to be revealed when the game has been around a long while.

In *The Spectrum Adventures*,

Mike Gerrard provides 100% solutions, including complete maps for four games: *Valhalla*, *Snowball*, *Twix Kingdom*, *Valley and Urban Uptown*. For the latter three, the solutions are arranged as an index of problems, which are then looked up in the text that follows. *Valhalla* is presented in a slightly different format, with a fairly long introduction on the strategy to adopt, followed by a concatenated list of locations. All the maps appear as appendices at the back of the book.

As one would expect with

Mike's name on the front cover, the book is impeccably written in an easy style, and represents good value to anyone who is irretrievably stuck in even one of the four games. If you are just mulling over a sticky problem, though, my experience is that a full solution to hand is too much of a temptation, and even the most determined adventurer will make the feeblest excuse to himself to look up something that is temporarily stopping progress!

Still, I suppose it would make me a bit snooty.

Keith Campbell

ADVENTURE

GENESIS

debugging. As a further aid to testing, play can be interrupted to view a diagnostics screen showing the state of all the user's flags — the markers and counters. After viewing these, the game may be continued from the point at which it was left.

When complete, the game created can be saved to disk or tape, and the saved version will run independently from the utility.

You will need to study the

though, for once mastered, this seems to me to have the flexibility to meet most plot requirements you are likely to dream up. It is easy to learn and use, and provides a very slick method for entering and editing data.

I put it way ahead of the Quill.

- **CHI, Gray PIC**
- **Amstrad CPC 464/\$64**
- **\$9.99**

The Genesis Adventure Creation System consists of a suite of three programs. **TEXTURE** is the text editor, the business part of the package, in which the adventure is created. **DEPICTER** is the graphics and sound creator. **CLONER** is the module used to save the adventure created on to tape and use a playable form.

The text editor is operated from a series of menus, which always occupy the top half of the screen. The menus are displayed in a box to the left, to the right, memory usage is constantly monitored. The lower half of the screen is the input/output area. Upon selecting one of the options from the main menu, a sub-menu replaces it

without the screen completely clearing. Where there are further sub-menus, the same process continues. Input of vocabulary, object and location data, etc., is carried out in the lower half of the screen as the appropriate prompts appear.

Despite trying hard, after some five hours spent reading the manual and experimenting by inputting location and object details, I was nowhere near to understanding how the utility is supposed to be used to create an adventure, let alone have the beginnings of one up and running.

The main menu screen is displayed in 80 character mode, and is none too easy on the eyes. Presented in unhelpful words whose meaning is not very obvious, the option headings and prompts are not at all helpful, with choices such as: **Obj:Status** list, and **Def:Objects**. If in doubt, it is usually helpful to consult the manual.

Unfortunately, the manual does not make easy reading either — the size of the text is microscopic. After borrowing my gran's specs, I just about managed to read it, but was disappointed with what I saw. It is not very well ordered, and starts off with generalised examples before getting properly to grips with the subject — if it ever does. I always find it easier to use a program if there is a concise list of instructions, with an example or two, rather than a lot of verbose technical waffle.

Turning to the Texture Options Reference Section, I started by trying to enter my first object. In addition to a reference number, I was dismayed to discover that I had to give it a name quite separate from the actual description of the object to appear in the game. Every time I tried to go back on a previous object, I seemed to get the message telling me that this was a new entry, and asking me to confirm it. 'Byes used' started to be registered, but other than that, the object seemed lost forever, as I exited the option with no confirmation or comment! My input had either been soaked up, or ignored — I wasn't sure which.

Associated with the object definition option is an object status option. On selecting that,

I was asked for a name for the status! Nowhere could I find any guidance as to what on earth I should be putting in for either this or the status itself.

Things seem incredibly complex for a utility that is supposed to make adventure creation easier than programming! For example, the **ACTION** for a **TAKE** command is entered as:

```
CALL <30>
(OBST<CARRIABLE,OBJ>)-01
MSG<17,1> FINISH:
(OBL<OBJ> FLOC<1> MSG<8,1>
FINISH
```

```
(OBS<CARRY,OBJ 0>
MSG<8,1> FINISH:
COPY<1,OBS<CARRY,OBJ>>
CALL<30>FINISH:
```

I was beginning to get the feeling that learning Assembly Language would be just as easy and a whole lot more useful!

Graphics are created on an entirely separate program, **DEPICTER**, and although I feared a little better using this, I found it was heavy going, and I failed to produce a picture. The second feature also offered a challenge, but one that I soon abandoned.

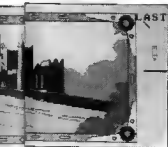
Because the graphics creator is a separate program module, the complete adventure cannot be run from within the utility.

To create the fully playable version is fiddly to say the least. First, data must be saved from the **CLONER** module, and then to the same tape must be added saved data from both the text and graphics editors.

Although the utility appears to be well programmed, the overall impression I got was that it was written by professional programmers but professional programmers. But having said that, I would emphasise that I found it very difficult to follow how to use this utility.

I therefore conclude that **Genesis** fails in its objective — to simplify the task of creating an adventure game.

Next month in the **Adventure Review** section, Keith Campbell and the team will be taking a long, hard look at the long awaited **Lord of the Rings** adventure from Hobbit man Philip Mitchell. Has it been worth waiting for? Keith, Paul and I will be telling you just 28 days from now. Don't miss this page-review in **C+VG** in your shops from February 16th.



manual carefully and play about with the Creator quite a bit before you sit down and write an Adventure for real. Worth it,

COMPARISON TABLES

| | DISCRETE | CHI |
|---------------------------|----------|--------|
| • Price (cassette) | \$22.95 | \$9.95 |
| • Price (disk) | \$24.95 | n/a |
| • Manual | 6/10 | 2/10 |
| • Ease of Data Entry | 9/10 | 1/10 |
| • Condition/Action syntax | 7/10 | 2/10 |
| • Graphics | 9/10 | 5/10 |
| • Sound | n/a | 3/10 |
| • Saving program | 10/10 | 1/10 |
| • Print option | Yes | No |
| • Play within utility | Yes | No |
| • Markers/counters | 255+127 | 50 |
| • Overall ease of use | 9/10 | 2/10 |

FREE GAMES!



For:

- ★ Spectrum
- ★ Amstrad
- ★ Commodore 64/128

Computer Owners

YES...place an order for our magazine and we'll send you one of the above games absolutely free. We will also enrol you in our Discount Software Club enabling you to purchase software & utilities at huge savings over shop prices. We offer all the latest titles at up to £4 off shop prices (see panel for details) plus many older products at pocket money prices. In all we carry over 300 titles each for the Spectrum, Commodore 64 and Amstrad.

SEE HOW YOU SAVE WITH
MR. SOFTWARE "BONUS" PRICES!

| | Title | Star Price | Box Office | Saving |
|----------|----------------------------|------------|------------|--------|
| SPECTRUM | Shadow of the Unicorn | 14.95 | 11.45 | \$3.50 |
| | 16 Days | 10.95 | 10.75 | \$0.20 |
| | Lightning Warrior | 7.95 | 5.95 | \$2.00 |
| | Star & City | 9.95 | 8.95 | \$1.00 |
| | 1st | 6.95 | 6.95 | \$0.00 |
| | Frank Busoni's Birthday | 6.45 | 3.95 | \$2.50 |
| | Man on the Run | 7.55 | 5.95 | \$1.60 |
| | Wild at the Exoticist Fair | 7.95 | 5.95 | \$2.00 |
| | Critical Mass | 8.95 | 5.95 | \$3.00 |
| | Shogun | 7.95 | 5.95 | \$2.00 |
| C-M | International Karam | 5.50 | 4.45 | \$1.05 |
| | Video Drama: What I | 7.95 | 5.45 | \$2.50 |
| | Man on the Run | 4.95 | 3.95 | \$1.00 |
| | Winter Games | 3.95 | 7.95 | \$4.00 |
| | Man at the Exoticist Fair | 3.95 | 6.95 | \$3.00 |
| A-Z | Man's Viper II | 3.95 | 5.95 | \$2.00 |
| | 16 Days | 14.95 | 17.45 | \$2.50 |
| | ACE | 10.95 | 7.45 | \$3.50 |
| A-Z | Lords of Mongoose | 8.95 | 5.95 | \$3.00 |
| | 20 Grand Prix | 8.95 | 5.95 | \$3.00 |
| | Back of Brown | 7.95 | 5.95 | \$2.00 |
| | Man at the Exoticist Fair | 8.95 | 5.95 | \$3.00 |
| | Man's Viper II | 8.95 | 5.95 | \$3.00 |
| | Man of Mystery | 7.95 | 5.95 | \$2.00 |

SIX MAGAZINES A YEAR

A subscription of just £5.00 will bring you six magazines a year through the post. Each magazine is packed with reviews of all the latest software, reader's game playing tips, competitions to enter, our reviewer's personal choices and a summary of how the other magazines rate the new releases.

HARDWARE AND UTILITIES SUPPLEMENT

Every new subscriber to the magazine gets a 24-page review of some of the more popular utilities—such as word processing software—and hardware including joysticks and Spectrum interfaces.

HOTLINE KEEPS YOU UP TO DATE

Subscribers to the magazine can 'phone our 24 hour Hotline for up to the minute news of the latest releases. A three minute recording, updated weekly, details the new titles and their prices. Credit card holders may order by phone too!

EASY ORDERING — FAST SERVICE

You can order from our substantial range as and when you like. There are no minimum order requirements - you don't have to buy anything at all. When you do order we do our best to despatch your goods within a week - often quicker.



SUBSCRIPTION FORM

CODE: 45

My computer is a Spectrum Spectrum + Amstrad Commodore 64/128

I wish to subscribe to your magazine for the next 12 months and take advantage of the "Free Game offer" for which I enclose £5 plus 70p p.p.s. for packing for the free game. The game I would like is

| | | | | |
|--|--|---------------------------------------|---|--|
| <input type="checkbox"/> Finders Keepers | <input type="checkbox"/> Spellbound | <input type="checkbox"/> The Last VII | <input type="checkbox"/> L.Chicken | <input type="checkbox"/> Chequered Flag |
| <input type="checkbox"/> All machines | <input type="checkbox"/> (Spectrum only) | <input type="checkbox"/> (C-64 only) | <input type="checkbox"/> (Amstrad only) | <input type="checkbox"/> (Spectrum Only) |

Note: If you would like to order some of the games shown in the panel above, list them on a separate piece of paper and add the total cost to your payment.

| | |
|-----------------------------------|---------|
| enclose a cheque/postal order no. | value £ |
|-----------------------------------|---------|

please change my Access/Vies Card No



I understand that if I am not fully satisfied with the goods, I may return them within fourteen days for a full refund of the cost of the games and the Magazine subscription.

Nama ☐ BLOCK CAPITAL

Address

MR. SOFTWARE LIMITED
KELVIN HOUSE, TOTTERIDGE
AVENUE, HIGH WYCOMBE,
BUCKS HP13 5XG
(0494) 450751

* **Expert Customers:** We welcome orders from all parts of the world, please note the following subscription and postage rates outside UK: Europe - Subscription £7.00 Post £2, U.S.A. and Middle East - Subscription £9 Post £3, Australia, Far East and South Africa - Subscription £12.00 Post £4. Please note that all Magazines are despatched by Air Mail postage to keep you right up to date.

This month the Adventure begins!

Recently I have been burning the midnight oil, to ensure that no gallant adventurers have been left in limbo to be pul upon by bands of staggering orcs or such like. For hours on end I have been searching for the true answers to **The Hobbit** and **Lord of the Rings**. Following the weary traveller in **Dun Dairach**, entertaining the yuppies in **Hampstead** and tackling the problems in **Fairlight**; I have searched the hinterlands hi & lo, conversed with drunkards and hards, noblemen and thieves to bring you the best tips on the **FIFTEEN** top adventure games of the year.

Only now as I sit at the Dancing Ogre, exhausted from my search, can I reveal that after all my hard work **The Gordo Greatbelly's Book of Adventure** will be FREE with the February issue of **Sinclair User** (that mad mania of generosity must have really affected the editor).

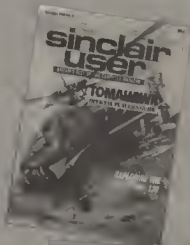
Rumour has it that the assorted elfs, dwarves and trolls that also work on the magazine have been busily heaving away, to bring you extensive reviews of **Enigma Force** from Beyond, **Commando** from Elite, **Yie Ar Kung Fu** from Imagine, and that temptress from the east **Twister** — **Mother of Charlotte**, a latter day visitor to my cosy establishment.

Plus a review of a new tool of terror the **Sinclair 128**, an extensive **Official Players'**

Guide to the helicopter simulation **Tomahawk**, and an impressive competition, not for the faint hearted, featuring the high sport of **Gladiators**.

Such a package to keep travellers away from my hospitable inn, and instead at home with their keyboard friend.

Remember as you pass the sign of the Dancing Newsagent, there is no better adventure than the February issue of **Sinclair User**.



P.S. The February issue of **Sinclair User** including **Gordo Greatbelly's Book of Adventure** is on sale Jan 18th.

Gordo Greatbelly

GORDO GREATBELLY, LANDLORD



See 1927 • *Wissenschaft und Sozialismus*

Dear Newsagent

Please reserve me a regular copy of **COMPUTER + VIDEO GAMES**, otherwise I'll have to send my friend Big Red round!!

Name _____

Address

BAD BARNEY TROUBLE



Barney's *Clothes Line* will really choke you up.

ROCK'N WRESTLE

ROMANTIC ROBOT *present*

56K Spectrum extension? Instant back-up of any program?
Joystick & video interfaces? **YES!** All this & even more with
NO1 SPECTRUM MULTIPURPOSE INTERFACE



multiface one Version '86
UNPRECEDENTED - UNPARALLELED - UNBEATABLE
at £39.95

- [illegible]

Expand your Spectrum to 56 K and stretch its capabilities even further with

uniforce one ESSENTIAL SPECTRUM COMPANION

(enclose a cheque/PO for £.....) (UK & Europe orders please add £1 overseas £2)

or debit my   No ☐

| | |
|-------------|--------------------|
| Name | Card expiry |
|-------------|--------------------|

Address 70

ROMANIAN EMBASSY 33 Dunn Road, London NW6 3D

ROMANTIC HOTEL 77 Dyke Road London NW6 7D

TRANS-EXPRESS

The software key to transferring Spectrum software
is simple... requires 2 hrs. waiting time to copy information
transmitted to capital markets... it is imperative to transfer
highly confidential, sensitive, friendly, reliable and comprehensive
A - largest loss piece of software

**** Executive **** Performance PCN

TOP SOFTWARE AT BOTTOM PRICE

Wiggler

| | |
|---|---------------|
| Play the best games for any machine. The new part out, long time | |
| Available in a totally original game. GAMMA 30000 | STRA 30000 PC |
| Real game workwork. Will recommended | WAVE 30000 |
| The graphics and sound are excellent and the game is really addictive | |
| 100% new & playability is 100% great & secure | C&V Games |
| This is a great game. C&V. Well worth buying | ZRC & C&V |
| It can't wait and our happy that you can PC & 4000000 PC | |

SHOW FOR AUSTRALIA: SPECTRUM version of Times PRICE

MUSIC LITERATURE

Compare Spectrum's easy system for writing, editing, saving, printing & moving, with its real notation graphics and ease of use. Make it an ideal educational tool. Great fun to play with & a lot to offer in serious use (transposing, oct matrix, interval etc.) A very professional piece of programming, easy to use, excellent screen presentation, error trapping & helpful prompts. If you're interested in music and have a computer then get it. ZK Corporation

MIKH compatible with MIKH MUSICIAN package
Now ready for Spectrum • Now at Xmas price!

| | | |
|--------------|-----------|---------------------------------|
| applicable). | MULTIFACE | £39.95 <input type="checkbox"/> |
|--------------|-----------|---------------------------------|

£9.95 ☐ tape (for mydrive) £ 7.95 ☐
£9.95 ☐ water (Rotronics) £ 8.95 ☐

£7.95 ☐ with supplement £ 9.95 ☐

or cartridge £ 8.95 ☐
or disk version £ 11.95 ☐

01 525 0452  orders 01-625 9463

100

ROMANTIC ROBOT 77 Dyna Road London NW6 7DR ☎ 24 hrs orders 01-625 9463 ☎

turbo esprit

DURELL

software getting harder



Technical Assistance from Lotus Cars Ltd.



POWER UP! LIGHTS ON! START ENGINE!



BY NICKY STEINBERGER



BY NICKY STEINBERGER



BY NICKY STEINBERGER

Spectrum and Amstrad
R.R.P. £8.95

DURELL sales dept.
Castle Lodge, Castle Green, Taunton TA1 4AB

**DURELL COMPETITION
Entry Coupon**

Cut out this coupon and send it
with a completed entry form
included with one of the new
Durell games

C+VG COMPETITION



WANTED: FILM DIRECTORS!

Fancy yourself as a film director? Course you do. Well thanks to Electric Dreams, the people bringing you the Back to the Future game, you could become the next Steven Spielberg. Those extremely extravagant Dream people, not satisfied with the prizes they gave away in C+VG last issue, want you to win a JVC video camera plus all the add-ons that will turn you into a movie mogul. Make your own sci-fi films to equal Star Wars or simply take moving pictures of you and your mates being very silly. An amazing prize for one of our amazing readers.

And 10 runners-up will get one of our special Big Red t-shirts which make even the puniest person look like Conan the Barbarian, plus a great movie poster.

THE PRIZE

What you'll win if we choose your poster as the winning entry is an amazing JVC Camcorder. It's a camera that does everything but make the tea for you in the mornings. It uses special mini C-type video tape and is completely self contained. No heavy battery packs to carry around. You simply stick in a cassette and away you go. You can even playback what you've shot directly from the camera to your TV.

What do you have to do to win? It's really pretty simple. Just pick your favourite film and create a poster for it. You could even pick your favourite book that you think should be made into a movie and begin the advertising campaign early!

You can paint or draw the poster — It can be any size you like. But remember it's got to come through the post undamaged.

Once you've completed your masterwork attach the special C+VG coupon to it and rush it off to your nearest postbox addressed to Computer and Video Games, Movie Poster Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is February 18th and normal C+VG competition rules apply.

C+VG/ELECTRIC DREAMS MOVIE POSTER COMPETITION

Please fix this coupon to your entry

Name

Address

T-shirt size: Med ☐ Large ☐ (tick box)

A number one arcade hit for
your computer



COMMODORE
64/128

*The ONLY martial
arts game YOU ever
really wanted.*

TAPE DISK
£9.95 £14.95



Travel through the
wizards temple to rescue
the fair maiden, beware
the weapon wielding
hench-men, defeat the
deadly guardian of the
five floors.

U.S. Gold Limited,
Unit 10 Parkway Industrial Centre, Henrage Street,
Birmingham B7 4LY Tel: 021-358 8881

C+VG COMPETITION



FOOTBALL TRIVIA

If you're not cheating C+VG right now you should be ashamed of yourselves.

Yes, the world's champion computer mag proves once again it's in a different league from all the rest by bringing you another great competition.

And this time we've gone football crazy!

Rothmans Football Quick Quiz, published for the Spectrum by Eastbourne based Molt Saunders, is a must for all avid soccer fans.

Quick Quiz consists of 1000 questions on British, European and international soccer, with subjects ranging from famous goals to trivia.

The questions were written by Peter Dunk,

sports journalist and editor of the Rothmans Football Yearbook. The 'bible' of the soccer world.

And thanks to the people at Molt Saunders, we've got 25 copies of the *Quick Quiz* as prizes to the people who can answer the five football questions below.

1) How many clubs in the football league have an X in their name?

- A 3
- R 4
- C 5
- D 6

2) Which was the last second division team to win the FA Cup?

- A West Ham United
- R Southampton
- C Sunderland
- Q Ipswich Town

3) Italy won the 1982 World Cup Final by three goals to one. Who scored West Germany's goal?

- A Rummenigge
- R Breitner
- C Hrusch
- D Fischer

4) Who was the football league's leading scorer in 1983-84?

- A Trevor Senior (Reading)
- R Ian Rush (Liverpool)
- C Kerry Dixon (Chelsea)
- D Keith Edwards (Sheff Wed)

5) Which of the following countries have never beaten England?

- A Peru
- R Chile
- C Mexico
- Q Norway

Send your answers, together with the coupon printed below, to

Rothmans Football Quick Quiz Competition, Computer + Video Games, Priory Court, 30-31 Farringdon Lane, London, EC1R 3AU. Closing date is 9 December 1984 and the editor's decision is final.

C+VG/ROTHMANS FOOTBALL QUICK QUIZ

NAME

ADDRESS

ANSWERS

- 1
- 2
- 3
- 4
- 5



HALL OF FAME

HOTSHOTS

Searchlight beams danced around the Computer + Video Games offices. Stars wailed.

It was a breakout!

Two desperate men were on the loose, eager for action and the thrill of danger.

Desperados Graham Knight and Graham Archer had been incarcerated in the office cells for attempting to "lift" the C+VG November Hot Shot of the Month title on Monty on the Run, after his daring escape from Scudmore Prison.

But only one of the Grahams would take the Hot Shot haul by winning on the month's nominated game.

As armed guards looked down from the watchtowers, the two 13-year-olds settled at the computer to battle it out over five rounds. The one who took the most would be the winner.

Graham Knight, from Luton, kicked off with a score of 750. But it was not enough to keep Graham Archer, of Sibla Heddingham in Essex, who countered with 1,050.

Stunned into action Graham Knight scored 2,100 to Graham Archer's 900 to draw the rounds.

From then on things went totally Graham Knight's way, taking the third and fourth rounds 650 to 400

and 800 to 600. Graham Archer conceded defeat.

● The Hot Shot game for February is Elite's Commando for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even C+VG gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



HI-SCORES

DALEY THOMPSON'S DECATHLON

- 1 Steven Meillon, Barrow-in-Furness — 2,174,089
- 2 Chris Scott, Worthing — 1,985,163
- 3 Andrew Blood, Harlesborne, Staffs — 1,592,421
- 4 B Lucas, Leicester — 544,147
- 5 Darryl Hulme, Barnsley — 543,444
- 6 Paul Managhan, Fishguard — 498,639
- 7 Scott Worley, Gosforth, Newcastle — 406,336
- 8 David Dishon, Edinburgh — 381,345

BRUCE LEE

- 1 Mike Rudge, Wolverhampton — 12,967,315
- 2 Mike Stretton, Ayr — 6,780,000
- 3 Ian Teesdale, Hillingdon — 5,483,975
- 4 Andrew Williams, Bournemouth — 5,206,360
- 5 Peter Heesman, Duxton, Northampton — 4,680,375

SPY HUNTER

- 1 Andy Coopoen, Sedgley — 3,232,075
- 2 Barry McNeill, Airdrie — 1,898,875
- 3 David Johstone, Bournemouth — 973,085
- 4 Richard Lee, Leicester — 260,300

THE WAY OF THE EXPLODING FIST

- 1 Mark Saunders, Wandsworth — 931,230
- 2 Declan Kiernan, Co Wicklow — 111,400
- 3 Andrew Marriage, Stanford-le-Hope — 93,750

DALEY THOMPSON'S SUPERTEST

- 1 Corey Brunt, Shaffield — 194,883
- 2 Matthew Wheeler, Southampton — 119,260

FEBRUARY HOTSHOTS

Name: 
Address: _____
Postcode: _____

My score in COMMANDO was: _____

Date: _____

Witness: _____

FEBRUARY HI-SCORES

Name: 
Address: _____
Postcode: _____
Game: _____
Machine: _____
Hi-score: _____
Player's name: _____

In the great February issue of ...

COMMODORE User

New computer owners start here

If you've just acquired a 128 don't miss our 128 Software round-up. The best guide to what's available now for your machine. C16 and Plus/4 owners can look forward to all the latest game reviews plus free type-ins for the baby Commodore.

The G Force won't be joining in the festivities this Christmas. They have a bag full of game reviews to keep them glued to the screen. Big games like *Desert Fox*, *Rack and Wrestle* (please Melbourne House), *Zords* (please Martech) and *Yie Ar King Fu*. Plus reviews of all the latest games under development including a sneak view of 'V' and several others.

Programmers!

Get stuck into part two of our Secret Service feature showing you how to generate codes with your Commodore micro. Plus *Computer Magic* — short programming tricks for your 64.

Epyx

Once again Commodore User demonstrates that it is the only magazine covering what's happening in America. We bring you an exclusive report from California — the inside story on Epyx — manufacturers of *Summer Games II*, *Winter Games*, *Impossible Mission* and *Pitstop*. Not to be missed if you want to find out what games to look out for next year.

Free

on the front cover of next month's issue **PLAY BETTER** — the most comprehensive round-up of hints and tips, maps, peeks and pokes to help you score higher on your favourite games. There's 24 pages of them — all in full colour. If you are into games on the 64 you have **GOT TO GET THIS FREE SUPPLEMENT**.

All this plus your letters, lots of competitions, peripherals reviews, the best adventure column in the business, Gallup Top Twenty games chart, and all the games gossip in *Hot Shots*.

To avoid disappointment order your copy from your local newsagent now. **ON SALE JAN 26.** A giveaway at 95p.



● MICRO RETAILERS

ASK YOUR LOCAL EXPERT

Every month selected computer specialist shops will be listed in your favourite magazine. If you want to buy anything you've seen in the magazine, go and see your nearest specialist.

AVON

SOFTWARE PLUS
12 York Street
Bath 0225 61676

BERKSHIRE

BRACKNELL COMPUTERS
44 Broadway
Bracknell 0344 427317

SOFTWARE CITY
47 Cheop Street
Newbury
Berks RG1 458X 0635 31696

DERBYSHIRE

FIRST RYE COMPUTERS
10 Main Centre
London Road
Derby 0332 365 280

DORSET

DENSAM COMPUTERS
329 Ashley Road
Parkstone
Poole 0202 737493

ESSEX

ESTUARY PERSONAL COMPUTERS
318 Chertwell North
Victoria Circus Shopping Centre
Southend on Sea 0702 614131

H. REYNOLDS
79 Orsett Road
Grays 0375 5948

MINNIE MICRO COMPUTER CENTRE
11/12 Eastern Esplanade
Southend
Essex 0702 615809/62033

HAMPSHIRE

RAM ELECTRONICS
106 Fleet Road
Fleet 02514 5858

HEREFORDSHIRE

NONESSETT COMPUTERS
17 Union Street
Hereford HR1 28T 0432 279404

KENT

ANIROG COMPUTERS
29 West Hill
Dartford
Kent 0322 91649

CANTERBURY SOFTWARE CENTRE
9 The Friars
Canterbury 0227 453531

KENT MICRO COMPUTERS

57 Union Street
Maidstone
Kent 0622 52784

MICROWAY COMPUTERS

39 High Street
Rainham
Kent 0634 376702

MODATA COMPUTERS LTD

30 St Johns Road
Tunbridge Wells 0892 41555

LEICESTERSHIRE

DIMENSION COMPUTERS LTD
27-29 High Street
Leicester 0533 57479

LINCOLNSHIRE

MKD COMPUTERS
24 Newlands
Lincoln 0522 25907

LONDON

ARCADE SOFTWARE
Unit 202, Shopping Hall
Myrtle Road
East Ham
London E6 01 471 8900

GAMES WORLD
129 King Street
Hammersmith
London W6 01-741 4467

LOGIC SALES
19 The Broadway
The Baurne
Southgate
London N14 01 882 4942

SHEKANA COMPUTERS
221 Tottenham Court Road
London W1 01-800 3156

SOFTWARE CITY
362 Kings Road
London SW3 5UZ 01-352 9220

SOFTWARE STORE
35 London Road
London SW17 01-685 1476

VIC ODDS
6 London Bridge Walk
London SE1 01 403 1988

VIDEO WORLD
Rentals
282 Harrow Road
London W2 01-289 3102

MANCHESTER

RUGGET SOFTWARE CENTRE
51 Fennel Street
Manchester M4 3DY 061 834 2808

MERSEYSIDE

BLUE CHIP COMPUTERS
177 Allerton Road
Liverpool L18 2DA 051-722 3037

MIDDLESEX

INNOVATIONS, COMPUTER & VIDEO
9 Hornmondsworth Road
West Drayton
Middlesex UB7 9JS 0895 420457

STAFFORDSHIRE

MICROTRONICS
270 Market Street
Tamworth
Staffs 0827 51480

SUFFOLK

COMPUTER MAGIC
24 Crown Street
Ipswich
Suffolk M8X 91999 2473

SURREY

SOFTWARE CITY
14 Thomas Street
Kingston
Surrey KT1 1PE 01 541 4911

WARWICKSHIRE

OEM COMPUTER CENTRE
Rugby Micro Centre
9-11 Regents Street
Rugby 0788 70522

WEST MIDLANDS

MBC COMPUTER CENTRE
77-79 Lichfield Street
Wolverhampton 0902 29907/29021

YORKSHIRE

THE COMPUTER CENTRE
26 Anlaby Road
Hull 0482 26297

JUST MICRO
22 Carver Street
Sheffield S1 4SS 0742 752732

LOOK & SEE
45 Belmont Bridge
Skipton 0756 60078

MICRO RYTE
36 County Arcade
Leeds 0532 450 529

MICRO FUN
11 Sheffield Road
Barnsley 0226 207063

MICRO FUN
Unit 12
The Guardian Centre
Rotherham 0709 60000

RECORDMANIA
14 Dovy Gate Centre
York 0904 33993

RECORDMANIA
Units 5/6, In-Shops
Market Cross
Selby 0757 700988

YORK COMPUTER CENTRE
7 Stannegate Arcade York 0904 641862

DEALERS: If you would like to see your shop included in this new service please call 01 251 6222 EXT 2461

● MICRO RETAILERS

MICRO ADS

ATARI 400/600/800/800XL/XE

Why not complete the greatest home computer on the market by obtaining membership with MIDLAND GAMES LIBRARY. The greatest, biggest and best Atari library on the market. An idea to rent for old and new Atari owners.

MIDLAND GAMES LIBRARY. This is possibly the only three years ago text contained the idea of a software library.

Now over 1,300 titles on this 1 cassette and 8mm games, business, educational and utility. Other software and popular programs in multiple of 100s are to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Over 1,500 very satisfied members many as far away as Iceland, Sweden, West Germany, Holland, Denmark and East.

Atari efficient and friendly service. Requests are attended to immediately virtually ensuring you a 24 hour return of tapes. Regular newsletters and immediate updates plus other inter-club activities. No introducing original software written by visiting members. Send large a.s.p. to

MIDLAND GAMES LIBRARY

45 Roadway, Bishopscleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programmes are complete with full documentation

LOOK

ATARI OWNERS

Are you having difficulty finding suitable software to purchase. If so, then look no further. We have available one of the largest selections of both U.K. and American titles for sale. Games and Utilities for all ages. If you would like further information please send s.a.s. to.

CHARNWOOD PRODUCTS

30a Warwick Avenue, Barns,
Loughborough, Leicestershire LE12 8RO
Tel: 0508 412804

ANGRY ABDUL



You'll learn the drill with Abdul's
Pile Driver.

ROCK'N' WRESTLE



ATARI 400/600/800 XL SOFTWARE

We have an all round collection of disks, cassettes and cartridges FOR HIRE. Also offer and hire your first four games free. Annual £1,000 different original titles. For full details send large addressed envelope or telephone evening, 7pm-10pm or weekdays.

LOW ATARI PRICES

1984 DISC GAMES 11.95 per 18 post free

136 213-1828 Drive 182 50 post free

Also and finally cassette available

BEST QUALITY DISCS

Unlabelled 8.0/5.0 11.95 per 18 post free

678 61 per 18 post free

Memorex 8.0/5.0 11.95 per 18 post free

8.0/5.0 11.95 per 18 post free

Memorex 15" discs 8.0/5.0 11.95 per 18 post free

TRADE ENQUIRIES INVITED FOR ALL THE ABOVE

GAMES & SOFTWARE CLUB

Box 345, 35 Ulster Road, Tullymore East

County Wick 933 476 Tel: 0163 28351

LISTING SERVICE for BBC and Electron Users. Also Screenprints, Wordware, View S.A.E. or phone Scopussoft Dept C&V2 18 Design Drive, Liverpool L35 3DW 051-427 0991

LIVERPOOL, F&F First Division, F.A. Milk and European Cup, Team and Tactics Selections etc. Disc version has 4 Divisions Transfer Market Income Expenditure etc. Cassettes Atari 89.45 spectrum £8.45 Disc Atari £14.95 P.M. Cornishley 212 Walmersley Old Road, Bury BL9 6SA, Lancashire

SPECTRUM 48K originals for sale 37 in all including Bruce Lee American Football Megahits, Scabbie Vahalla, Broad Street and Fantastic Voyage. Allowed and at great prices Ring 0654 56156 and ask for Jeremy. Only one of each — go hurry!

ATARI 400/600/800 XL XE OWNERS UTILITIES

TAP! CRACK! — REV2 5.0/4.0. Will let you program to screen you edit download your personalised version with or without a knowledge. Hours of fun hanging text to leave personal messages on screen. Stick on an adventure, even 11.95 per 18 post free.

5019 F For the advanced users contains a disassembler. All the for only £1.00 per T.O.R. Tape Post Free.

PIRILL — 68K 2 5 Pack Age Pirill games on a drive, video tape format no. 01021 only 16 Post free.

XL POWER Will allow you to play games written for 400, 800 or 1600 XL or XE. Tape version £6.00. Disc version 11.00 Post free.

Games on disk £10.00. Games on tape from £3.00. Full details send s.a.s.

Mail order only. Seven days delivery.
STOCKSOFT
15 Woodbrooke Rd, Birmingham B30 1UE

AMSTRAD Sharp M2700 games six pack (Warrior, Gladiator, Sharpshooter, Krate Kings, Tugboat, Arrowshot). Priced £2.49 including postage. Cheques and P.O.s payable to Scott Gately, Pigeonpots 40 Barton Grove, Clifton Nottingham NG11 6LG. Please state machine.

FREE MEMBERSHIP SOFTWARE HIRE

• VIC 20 • COMMODORE 64 • SPECTRUM

Send an a.s.c. for your hire kit to VSH (CV), PO Box 65, Nottingham NG1. Please state which mac.

SPECIAL DEAL FOR ATARI 400/800/XL/XE OWNERS

No 1 Hire your first two games FREE from our extensive range of software. Up to the minute releases available.

No 2 Buy at the latest software titles at best possible prices (new releases available direct from U.S.). Atari hardware and moderns now available at discount prices. For further details send s.a.s. to

CHARNWOOD GAMES

30a Warwick Avenue, Barns,
Loughborough
Tel: 0508 412804

SOFTWARE EXCHANGE

Swap your unused software. Free membership. High program base for the Spectrum and the Dragon.

Send s.a.s. for details to:

UK Software Exchange Club (SVC),
5 Tunwell Grove, Sheffield S5 9GB

1986 GAMES

Games for the Amstrad, BBC and Acorn Electron
Cassette 1 — but 13.95
Cassette 2 — but 13.95

Both cassettes £5.00

Send 1 cheque/P.O. to:

MRL, 64 Rew Road, Broadgreen, Liverpool

M I C R O S E L L

MICROSELLS — It costs only £1 to advertise in Microsell!

ATTENTION/IBM 64 owners. I want to swap software on disk. Please send your list to Robert Slack, 1A Maxine Close, Sandhurst, Camberley, Surrey, GU17 8QX. Reply as soon as possible.

ATARI SWAP or for sale 500 games for further information write to Postbox 78, 29952, Heerjensdijk, Holland

A PRISM VTX 500 modem for ZX Spectrum, connects to Prestel Micronet 820 and other view data services. Bargain at only £140.00 call Andy at 01-666 3982 after 5 pm or anytime on weekends.

WANTED COMMODORE 64, exchange for a Spectrum 48K + games. Include Fairlight, Criticall Mass, Exploding Fiat and many more new titles. Phone Nicholas on 061 873 0052.

SPECTRUM 48K Ferguson Data Recorder, 43 games worth £200. Books, leads etc. still under guarantee. £180. Starion, Exploding Fiat, Frank Bruno's Boxing, Phone Melbourne — Derbyshire 2921. Billed plus all leads.

COMMODORE 64 1701 colour monitor for 541 disk drive, Blitstone data recorder, lots of disk containing over 250 games + books + printer, £250 no offers. Telephone North Thoresby 840666 ring after 7.30pm

SPECTRUM 48K + for sale still boxed with tape recorder — brand new Plus software, blank cassettes, Kempston Interface up to date model, Alan joystick, and mags etc, still all boxed — brought last January. Worth at least £250 sell for £150 only. Telephone Steve (Maverick) Cornwall.

COMMODORE 64 Software to swap only disk including Winter Games, Jet Set Willy II, Write to Sampo Hawilo, Hyhinkun, IGA 70100 Kuopio 10, Finland

SPECTRUM CLASSICS for sale in one large batch 25 original titles including Sherlock, T.L., Malchpoint and others worth £190, sell for £79. Telephone Carl Brooks on Lymn (Chesham) 6260.

48K SPECTRUM, ZX Printer with 6 rolls printout paper, tape recorder, Kempston Interface, Slack Light Rifle, 18 games, books. Everything boxed and in good working order £200.00. Sutton, Surrey 01 642 0432.

SPECTRUM 48K plus over 50 original tapes worth around £400. Nightshade, Doodmanks, Starstrike, Alien 8. Sell the lot for £150. Tel 0527 22451 Redditch

ATARIII software for sale, 125 games and progs including Donkey Kong I & II, Boulderdash, Pooyan, Britles, Flip & Flip, Vanguard and more. Will swap for disk drive. Phone Mark on Chichester 762545.

BBC "B" for sale, over £500 worth of software including leads, manuals and a dust cover and joystick. Everything is in excellent condition — bargain at only £275. Also includes cassette recorder worth £30. Contact Robert Sweeney, 102 Eskdale Avenue, Northolt, Middx, London.

CBM 64 games to swap disk only large collection to swap. For more information send latest list to N. Bateman, 56 Goswold, Sutton Park, Hull, Humberside, HU7 4AT

ATARI 800 48K + 1010 program recorder + 23 games + joystick, in very good condition. Worth over £400 will sell for £370, call Martin on 01-735 8550, evenings

ATARI 800XL for sale £30, also Atari 1064 RAM Pack £45. All in working order. Telephone Mike 0543 254625

SPECTRUM + in good condition, new games such as Nightshade, Fighting Warrior, Hypersports etc, loads of mags, amplifier Kempston Pro joystick Interface, Quicksheet II, Salsito d'a recorder. Loads of games all without problem. Worth £540 sell for £200 or swap for CBM64 with tape deck

COMMODORE 64 software to swap. All the new and some oldies. Send your list to VIP, Postleth 1127, 2160 Slade West Germany. By the way, greetings to SB ABG, Tel Empire and TBG.

CBM64 SOFTWARE Encounter, Bounity Bob, Zaxxon, Psychodelic, Pinastop cartridges £3 each. Joyce, Mr Robot, Menie Miner, Sixx £4 each no offers or swaps. Doncaster (0302) 61872 after 6pm.

ATARI 64K 500XL, 1010 Recorder, Trackball, Crackshot, Quicksheet II, many cassettes including Sola Right, Pitfall II, Pole Position, Computer War, Two cardrpgs; Centipede Star Raiders. Six books, many books on Atari Basic Programming, including all leads, worth over £400, sell for £250.00 or swap for colour CPC464. Tel 0532 672723

T199 GAMES Master, Soccer, TCity, Invaders, Munchman, parse, Wumpus, Car Wars £5 each. B Rogers, D. Kong, Micro Sargon £11 each. Super Machine £30. Manuals included. Phone after 5pm (0677) 2480.

GORGEOUS GREG



The Challenger — staying alive is the challenge!

ROCK'N' WRESTLE



SPECTRUM 48K DK Tonics keyboard, programmable joystick interface, Quicksheet II joystick, Lightpen and loads of new software including Daisy's Decision, Daisy's Sportsfest, Spy Hunter, Bruce Lee and lots more. Boxed for £199. Simon Wnght, 11 Ashburnham Gardens, Upminster Essex RM14 1XA.

ATARI ELITE exchange. Swap or sell many titles. Contact Apollo at 105 Upham Road, Swindon SN3 3DP. Willshire or telephone (0793) 641537 after 6pm.

SPECTRUM PLUS 48K, hardly used, still boxed and under guarantee with tape recorder, joystick, joystick interface and lots of software. Cool over £200, sell for £140.00. Tel 01-980 5674.

COMMODORE 64 games for sale, International Tennis, Spy Hunter and Pole Position £3 each. Also Dragon 32 games for sale, Speed Racer, Manic Miner, Frogger etc £3 each. Ring 0734 473187 or write to Andrew, 34 Chiltern Road, Caversham, Reading RG4 7HT.

SPECTRUM 48K LoProfile keyboard, multisync synthesiser interface 2, Quicksheet II joystick, diala recorder over £200 software magazines, books £140 or swap for CBM64 + C2N data recorder (0559) 639127 after 4pm.

COMMODORE 64 software to swap. Many new titles from Holland, Germany and USA. Write to Jasper, Rasmussen, Roversgade 85 17H 2220. Denmark or phone 01 932965.

ATARI SOFTWARE wanted to swap (disk only) contact Simon on 0904 225015 after six weekdays

WANTED CBM64 disk drive with games to swap for a Honda X75 child's scooter. In very good condition (age 12-16). Telephone Nottingham 0602 562474

ATARI 800 Program Recorder with Dust Covers, Basic Programmer's Kit includes Basic Cartridge and Manual, £130 of games software on cartridge and cassette, all for £160.00. Phone Bishop Auckland 764586

CHIMERA

DIARY

This month sees the second and final part of programmer Shahid Ahmad's Chimera Diary, the day by day story of how he attempted to convert the game to the Amstrad in just one week.

To see if he succeeded in his tortuous task read on.

Chimera is available for the Amstrad, Spectrum and Commodore 64, price £3.95.

DAY FOUR — SATURDAY

The day started at noon for me today, and I realised a drastic time plan change had to be made. I would probably spend the whole day debugging DPA, and the mainline routines and the adventure handler would have to wait until Sunday or Monday.

A good thinking session was in order, so I plugged my boss through my compressor, turned my amp right up to full volume and had a thoughtful two hour break!

Fully refreshed, I tackled the problem with renewed vigour and in view of the ever looming deadline I decided to take a logical approach.

The best way to cope with this situation was to (you guessed right!) put the Joe Hubbard album on the turntable, get a printer listing and go through it looking for the proverbial needle in the haystack.

Well needless to say I found it (or rather, them!) and exterminated them one by one. As the saying goes, 'The only good bug is a dead bug!' I finally got DPA working at 2am and it was truly astonishing, the speed left me breathless.

DAY FIVE — SUNDAY

I woke up at the crack of noon today, and I'm one of those people who is usually a bear in the mornings. Well today I was a mouse, and I was frightened to death at how much time I had before my head was to be placed on the block.

Well, it wasn't quite that serious, but trying to get a good machine language game running on a computer which

you've never seen before in your life within the space of a week is no mean feat, and takes a lot of hard work, determination and self-control.

In fact, I took care of most of my debugging today! The screen looks good, and I've been moving the man around, and seeing some background animation, but I still haven't written the adventure handler!

DAY SIX — MONDAY

Well today is the last day — or is it? You will by now, fully appreciate that there are seven days in a week, assuming that you count from one.

Well, therein lies the catch, because I'm sure that you also realise that programmers (and I'm no exception) count from zero, not one — sneaky eh?

Fear not, because yes, I did have a working version of the program that can be played and completed relatively early in the evening.

My DPA method works a treat and there are now no glitches in it at all, and with a map on the screen and an animated object, the speed is ridiculously fast. So fast in fact, that I've had to put many delay loops in it to slow the game down.

At last, I had written the adventure handler, and at the end of the day, I had a version of Chimera that could be played, completed and even enjoyed.

The only thing that I have leapt over is same sound and a title page, but these are trivial tasks that do not even need a thought, except, perhaps, in their presentation.

If I have to dedicate this game to anyone then surely, the honours must go to Joe Hubbard, who else? This is a truly knackered signing off,

CONCLUSION — TUESDAY TO THURSDAY

One can draw a few useful points from this exercise. The first point is that it is quite possible to write a very good game in a week, as I have proved.

This can be countered by the fact that no programmer worth his salt would dare attempt to design, create, implement and program a game of top quality in this short space of time though watch out, I may try it sometime in the future.

It helps a great deal to have a good system to work on. I used the Amstrad CPC6128 system with colour monitor and the Hisoft Devpac 80 macro assembler, both products for which I can honestly say that it has been a pleasure to use them.

I am now a convert to small disks, but I feel Amstrad should have chosen the more sensible (and popular) 3 1/2 inch format.

I also have a few words of warning to all you budding programmers out there, especially those delving into machine code.

Please pay attention to design. Think about how you

would write a particular program. Think about what might cause you problems. Do comment liberally. It helps to have a good working knowledge of the machine. Always keep strict rules about entry and exit capabilities of subroutines; do not rely on values that may be lying around.

Remember, write with clarity in mind. If your code is not clear, you won't understand it when you're trying to debug it! Optimise it for speed afterwards, and only if it is necessary. Do not become a 'speed junkie'. It is not a prerequisite for games programming.

That's all there is to it! Oh, one more thing, it'll help a great deal if you can listen to a great album like 'Nap It in the Bud' by Joe Hubbard!

How should you approach debugging? Simple you just turn the machine off after getting a fresh listing (I hope you have a printer!), then go and get a beer or a coffee, and look at the listing very, very carefully for half an hour. You'll nearly always find the culprit. What if you can't? Give up programming and take up tennis or aerobics!!



WEST BANK



£7.95

Defend the spoils of the famous gold rush, guard the riches hidden behind the walls of the West Bank. Desperate characters plan and scheme their way to the gold, bloodthirsty gunmen try to blast their way to instant fortune but watch out for the innocent bystanders – a stray shot will harm your reputation for ever. Keep a keen eye on the horizon and your trigger finger poised for action – the law of the West is still the law of the gun.

AVAILABLE
SOON
Amstrad



Spectrum 48K

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGTON LANE
LONDON EC1R 3AU

● I think your magazine is brilliant, although I would make the ratings out of 100 and have an overall score. It is great value for 95p, so keep up the good work.

Anyway getting to the point, I have a problem! About two months ago, my brother and myself bought an Amstrad 6128 and also got Sorcery+. After many hours of practice I rescued all eight sorcerers and hey presto the Necromancer's eyes came up and I played for about one minute on the new level and was promptly killed. Then on the screen it said that I could now play the new mode available. I pressed the fire button, the space bar and all the other keys but nothing happened. When I replayed the game the Sorcery+ game started. What am I supposed to do? I have played it again and again, but, when I played the new game after saving the eight sorcerers, I can't play after that. Please, please, please help me. Carl John Campbell Perthshire

● I bought your mag for the first time (December) and I think it is absolutely brilliant. I loved the power and your competitors are brilliant, especially the *Commando* one. I think you should put the price up to £1.50 as you issue three mags for the price of one, eg. the C+VG, *Adventure Supplement* and a *Games Book*. The reviews are very good and I liked the bit on Arcade Action. I have now asked my local newsagent to reserve one a copy every month. Paul Phillips Bristol

● I own a Spectrum 48k and I buy your magazine every month as I think it is an excellent read and very informative about the computer games world. But I would like to add that I also buy *Crash* every month and I also like this magazine.

Anyway, to get to the point of this letter — I have just read *Mailbag* on your December issue and quite honestly I am fed up reading letter after letter putting down your mag and comparing it to *Crash*. I know that it is important to you, that you know what people think of your mag, but quite frequently these 'moaning' minutes go over the

top and this in turn causes people to write-in defending your magazine and we have to go through the same sort of letters each month.

Why do you issue an annual questionnaire to find out what people think and what new items they would like to see? It would save a lot of boring letters having to be read and that way everybody would get their say. Although I say some letters are boring I was pleased to see that this wasn't the case with Richard Hammond's letter. I found his letter interesting and very informative (December issue).

It is also stupid to compare C+VG with *Crash* because C+VG deals with a wide range of computers while *Crash* deals only with the Spectrum. It is totally idiotic to break down and compare two mags with different main topics unless of course you compare the Spectrum bits of C+VG with *Crash* (which isn't fair as *Crash* would win hands down, due mainly to content). So, come on C+VG readers, let's have some original and interesting letters in future *Mailbags* as I'm sure most of us are fed up as I am.

I thought that the comic strip competition was an original and fab idea. Let's have more competitions like it. Simon Hargadon Strathclyde

● I must congratulate you on your finest issue yet! (Dec 1985) I found it packed with information, news and articles — on films and networking for your computer. I found the *Adventure Supplement* the best yet with superb designs and layout. There were dozens of tips and even a sneak review of *Questprobe 3* by Scott Adams! I thought the pages on mapping your adventures were very clear and useful — may I suggest that when you've got a complete map on paper, you can draw it out easier on an 'Adventure Planner' pad from Pritzi N. Plotter Products.

Ever since you have redesigned the magazine it's gone uphill, looking a lot more coherent, with some really nice large colour screen-prints from games. I like the new Bug-Hunter cartoon — very well done, and the tips and pokes

page is quite large too.

Unlike odd other readers who have complained about non-computer articles and too many adverts in C+VG, I totally disagree — there are never enough adverts, as they tell you what games or hardware are coming out long before anyone else — I, of the *Mask* from *Electric Dreams* for example, which even shows screen shots in the advert. The specialised articles are great, and always interesting to read as they create a good contrast with the games reviews. You wouldn't want just reviews, would you?

I also like the American reports which tell us what's happening over there.

Finally I must thank you for the great set of maps you keep printing, made up of colour screen-prints. A lot better than a line-drawing in boxes! The *Highway Encounter* map was great, as was the *Alien 8* one.

Keep up the good work — especially the amazing push you are giving adventures — you were the first magazine I read to include screen shots of adventures and now you do them in colour! After all, these games are as popular now as arcade games. Good work C+VG, keep it up! Can't wait for the next issue! Christopher Hester W Yorks

● I have been reading C+VG now for many a month and I haven't seen too many letters from Arcade Lancers. As I am an avid supporter of the co-operated machines, I would like to see a high score table along with a tips section in your magazine. These would be two of the best additions you could make to your already fab mag.

I would also like to say that most of the best 'arcade' games players do not get their high-scores in the amusement arcades, but in pubs or cafes. I personally made in a cafe called Pats, where the machines cost only 10p. In Pats there are games like *Ghosts 'n' Goblins*, *Pac-Land*, *Hyper-Sports* and *Star-Force*. In this cafe my mates and myself get much better scores than in the nearby arcades, apart from a few exceptions. Gavin Pike Northwich

● I have been getting you magazine for some time now but all I hear from the *Mailbag* section is complaints from BUC users being starved of great games. Rubbish!

Thus may be hard to believe, but it's true! U.S. Gold are bringing out some great games such as *Bravo Lee*, *Bounty Bob*, *Dambusters*, *Raid Over Moscow* and wait for it, *Impossible Mission*!

That's not all, Ocean have brought out *Match Day* and imagine are bringing out *Hyper Sports* and *Yue At Kung-Fu*.

Nick Orlando is bringing out *Firetruck* which will be, as usual, brilliant, and Superior Software have brought out a brilliant sequel, *Repton 2*.

Seeb owners keep complaining — software houses have realised the versatility of the machine. Many thanks to the software houses mentioned and keep producing these excellent games. Alan Dooley, Notts

● I have been wondering why we don't see *Miner Willy's* face! Is there something special about it that you don't want us to see.

For instance in *Jet Set Willy* he has his face stuck down the toilet on *Miner Miner* you can only see his boot, on *Pem's* of *Willy* he is lying on the track with his bowler hat over his face and on *Jet Set Willy* if he has a space helmet on, with the visor covering his face. Would it be possible for you to let us see his face? Please!

Lee Henry Houghton
Editor's reply: Are you crazy? Don't you know...

● I have bought your mag every month over the last year or so and have been very amused by the continual slanging match that goes on between the names of the different machines. I feel that it does tend to go on to a bit, and it must now be time to put a stop to it.

All you have to do is to make a direct comparison between the machines under different sections, ie. price, graphics, sound, software back up, ease of use, add-ons and ability to do 'home grown' programs. Sam McCarthy Co. Manx

SENSATIONAL SO

MIKRO-GEN



Three-Weeks in Paradise

48K SPECTRUM £9.95

The Western Centre, Bracknell, Berkshire

Tel: 0344 427317

MISSOURI BREAKER

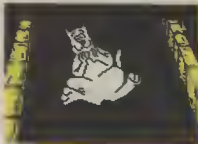


The Breaker's *Mad Charge* will send you for a bum steer.

ROCK'N WRESTLE



NEXT MONTH IN



Scooby-Do, where are you? In C+VG next issue that's where! And you could be the first in your street to win one of Scooby's new games hot off the presses from **Elite**. So stop munching those Scooby snacks and get on down to your newsagent to order the March Issue of C+VG.

Swords and Sorcery, the ultimate computer conversion of the role-playing game *Dungeons and Dragons*, is giving many hardened adventurers sweaty palms as they explore the awesome dungeons. So to make your life just a tiny bit easier we persuaded S&S programmer Mike Simpson to give away a few of the dungeon's secrets. We've got an exclusive map of the dungeon's first level plus some game playing hints from the man himself. Grab your trusty broadsword and hack a crimson path to the shop that sells you C+VG next month!

C+VG's ace adventure team have been questing through *Lord of the Rings* to bring you a special triple review of the game **EVERY** adventurer has been waiting for. That makes the March issue of C+VG worth waiting for too...

The Return of the Bug Hunters. You missed Otiss, Big Red and the others this Issue. But they'll be back next month now that Jerry can afford to buy a new pencil sharpener. Don't miss the exciting party when Big Red takes B-Con's advice and becomes **TOTALLY** irresistible. You won't believe your eyes when you read **MAGNETS**, next ish.

PLUS

The results of our Don Dare cartoon strip contest. We print some of your amazing artwork!

PLUS

We know we've said this before — but next issue we **WILL** take a look Behind the Iron Curtain of Hungary's *Andromeda* programmers who are bringing you the ultimate simulation of Max Headroom's favourite game.

ON SALE FEB 16

N.O.M.A.D



In the vastness of space lies the heart of an intergalactic Criminal Network, TALOS and at its head the evil CYRUST. GROSS.

A last ditch attempt by the Free Worlds to rid the Universe of this seemingly unstoppable force has called on the services of the

NEMESIS ORGANISATION, a hardened cadre of humanoid and robotic free booters who have assigned NOMAD (Nemesis Organisation Mobile Attack Droid) to penetrate GROSS's

heavily armed homeworld and destroy this vile despot once and for all.

Your mission must SUCCEED. You are the NOMAD controller.

SPECTRUM 7-95-AMSTRAD 8-95

Ocean House · 6 Central Street · Manchester · M2 5NS · Telephone 061-832 6633 · Telex 669977

Osprey Software is available from selected branches of WHAMMETS, WOODGATE LIBRARY, Spectrum Shop and all good software dealers. Trade enquiries welcome.

THE HOST IN THE MACHINE



M.U.D

Multi User Dungeon

"MUD leaves conventional adventures for dead" (PCW)

"MUD is the addictive game" (Telelink)

"10 out of 10 on all counts" (What Micro)

It's here - The most talked about computer game in the world. M.U.D is more than Adventure, more than Communication, more than a new way of using your Micro. It's fun, it's addictive, it's challenging, and, if you have a modem, a computer and a phone-line, it's all yours!

Hundreds of people are already playing. This is your chance to join them.

Call the MUD-Line now 01-608 1173

